



“Beyond the Grotto”  
1034-235  
Network Pitch Board

Date 07/29/15

- ☒ Board Team Final
- ☒ Network Approval Board 07/29/15
- ☐ Record Board
- ☐ Animatic Scan Board
- ☐ Conformed Board
- ☐ Design Board
- ☐ Final Board

Adventure Time Created by  
Pendleton Ward

Supervising Director  
Elizabeth Ito

Storyboard by  
Seo Kim &  
Somvilay Xayaphone

Animation Studio  
RDK



ADVENTURE TIME



Sc. Pnl. Bg. day night

BEYOND THE  
GROTTO

BY SOMVILAY X. & SEO K.

Sc. 01 Pnl. A Bg. day night

Dialog:
Action:
Timing:

EPISODE # 1034-235

Production:

# ADVENTURE TIME



Page 02

Sc. 02

Pnl. A

Bg.

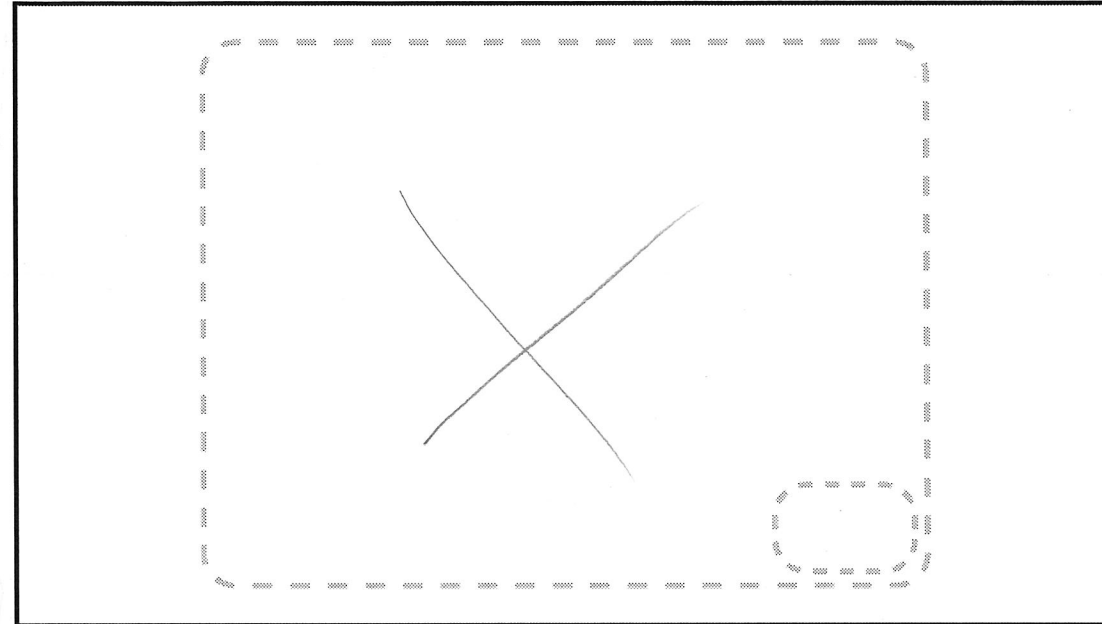
day night

Sc.

Pnl.

Bg.

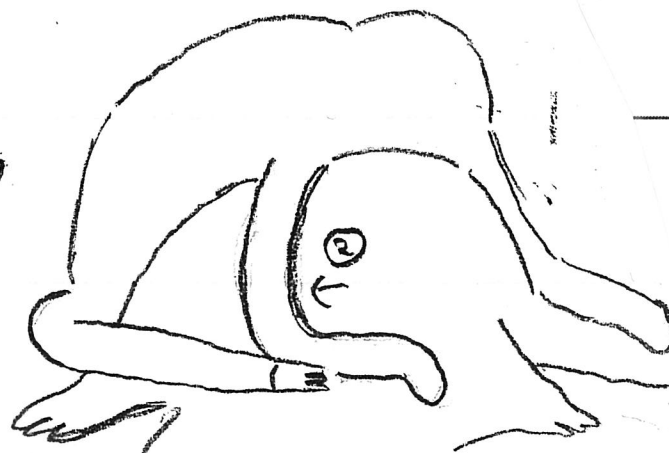
day night



Dialog:

Action: - F TWITCHES HIS LEG  
①, ②, ①

Timing:



Production:

EPISODE #

1034-235

# ADVENTURE TIME



Sc. 02

Pnl. 0

Bg.

day night

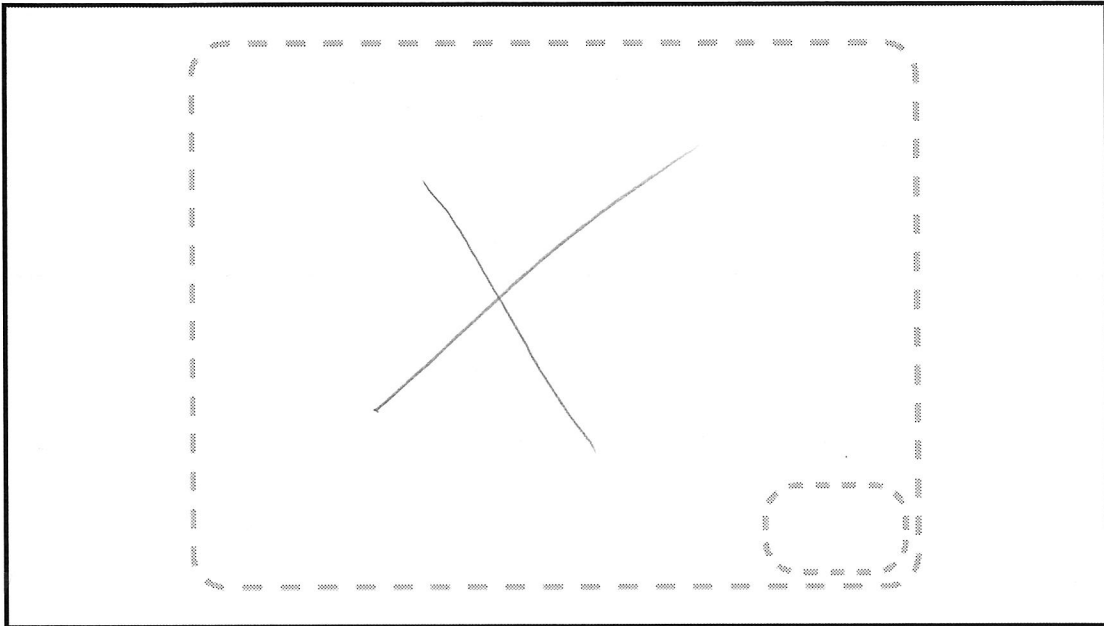


Sc.

Pnl.

Bg.

day night

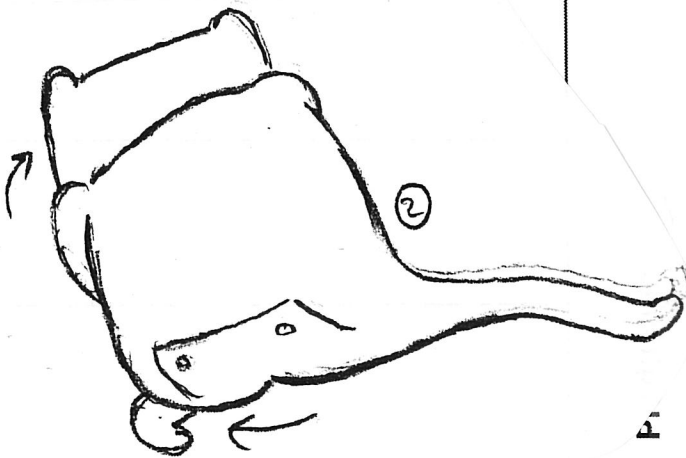


(F) : [GROAN]

Action:

- F ROLLS OVER  
- ADJ W/ FINN

Timing:



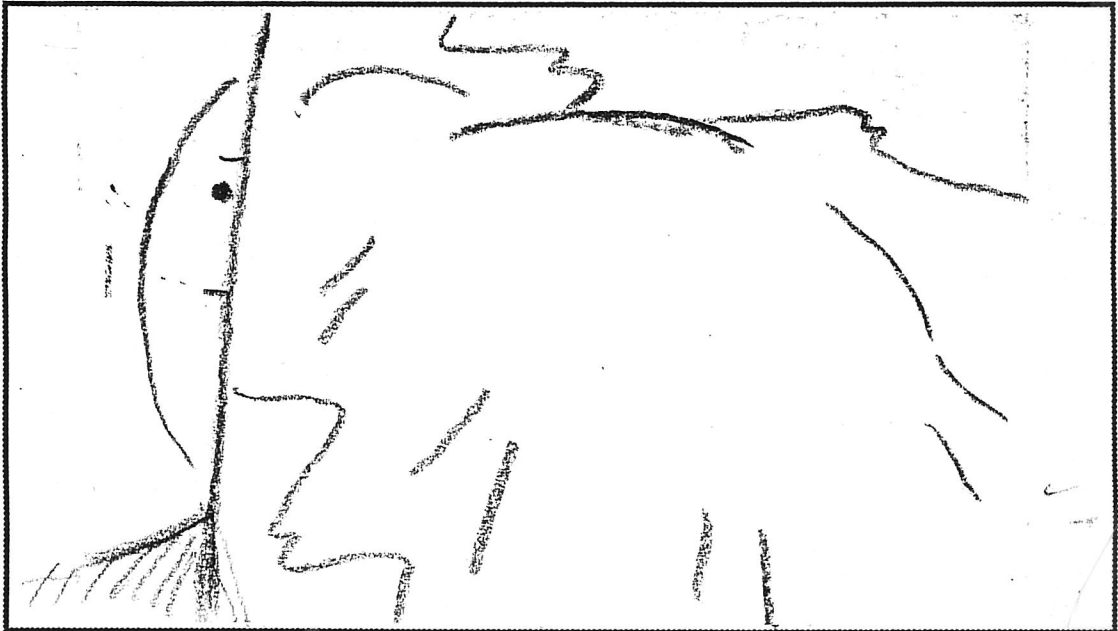
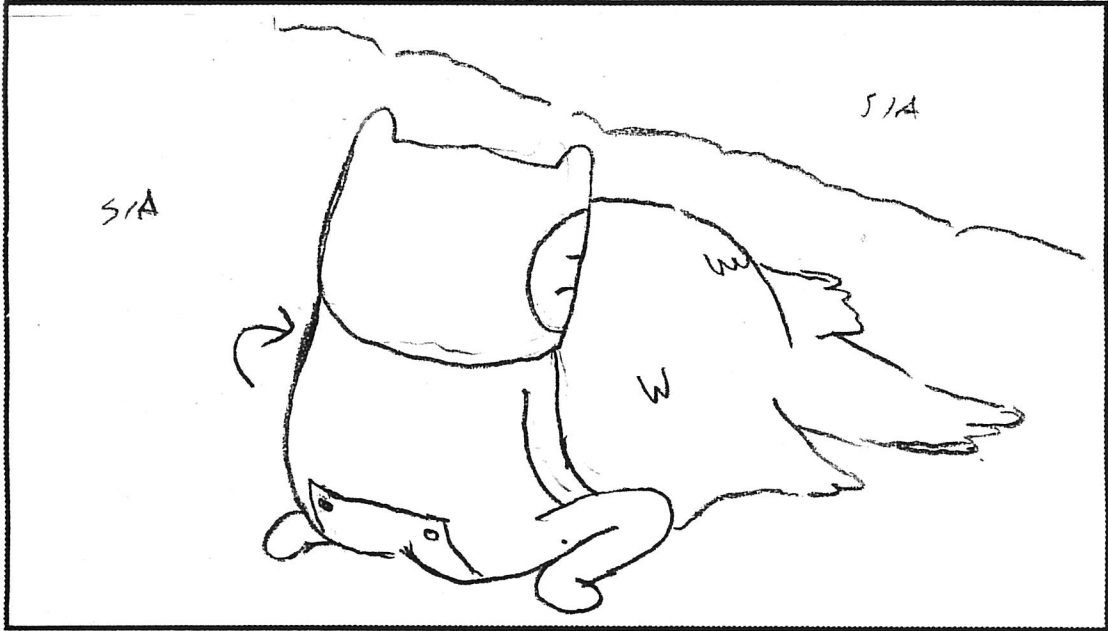
EPISODE #

1034-235

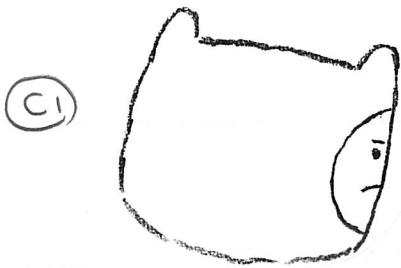
# ADVENTURE TIME



Sc. 2 Pnl. C Bg. day night Sc. 03 Pnl. A Bg. day night



Dialog:	
Action:	<p>- F SITS UP - OPENS EYES</p>
Timing:	



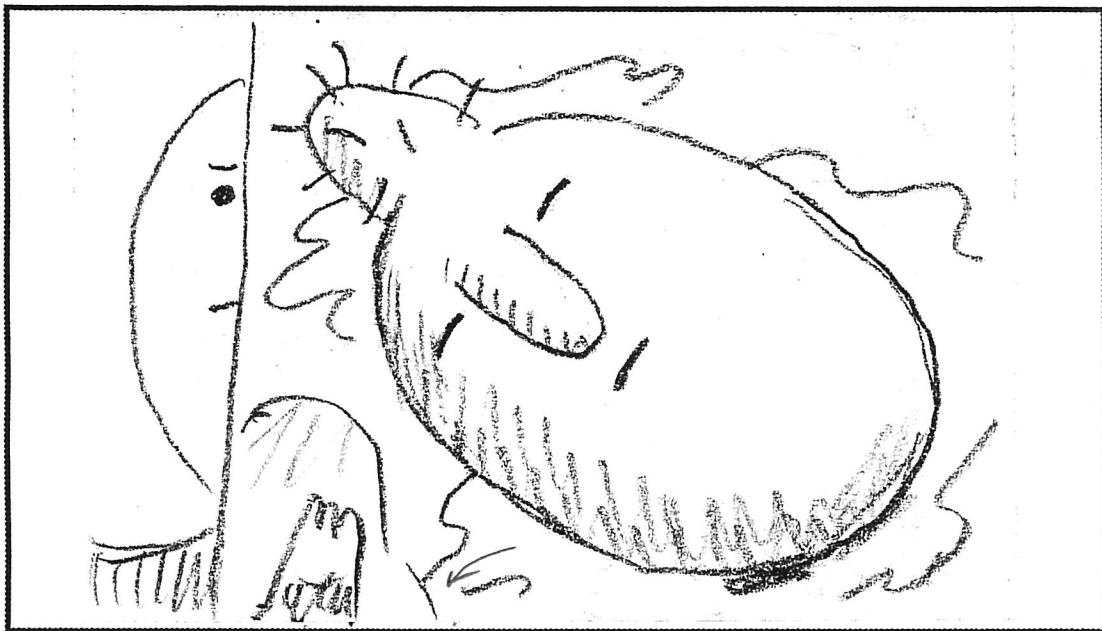
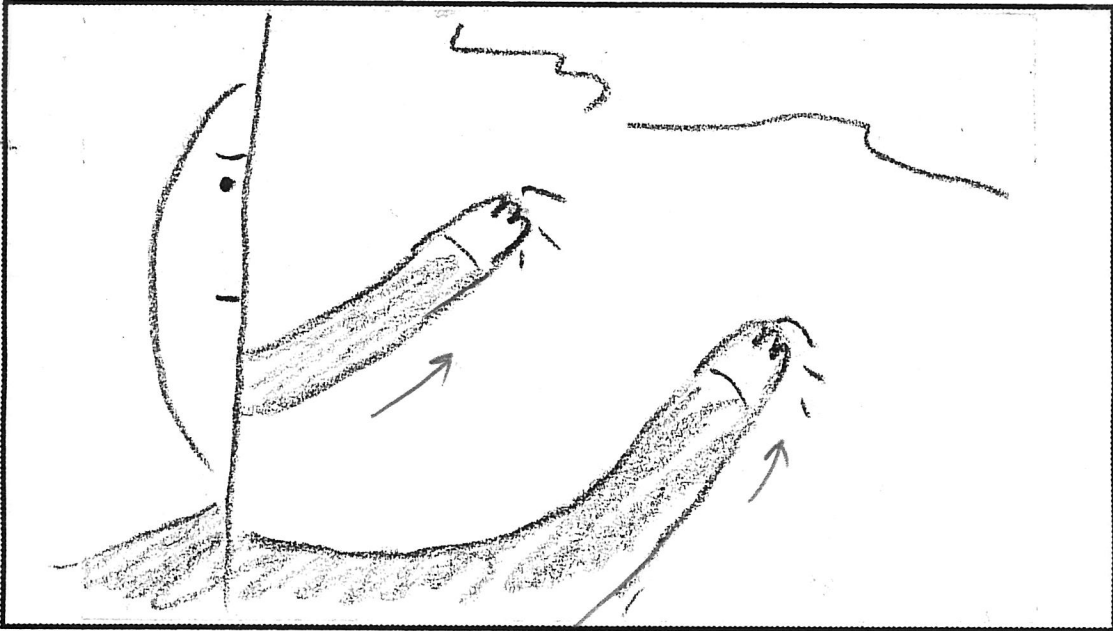
- F. LOOKS AT BUMP IN BED

EPISODE # 1034-235  
Production:

ADVENTURE TIME



Sc. 03 Pnl. B Bg. day night Sc. 3 Pnl. C Bg. day night



Dialog:		
Action:	- F GRABS BLANKET	- F YANKS OFF BLANKET REVEALING SEA LARD.
Timing:		

EPISODE # 1034-235  
Production:

# ADVENTURE TIME



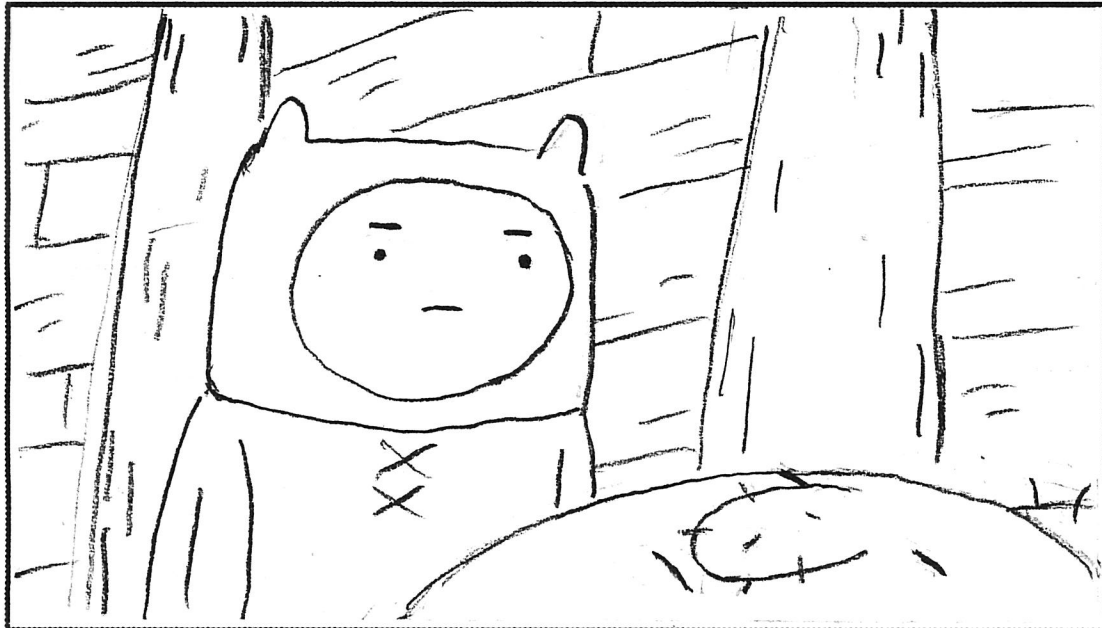
Page 06

Sc. 4

Pnl. A

Bg.

day night

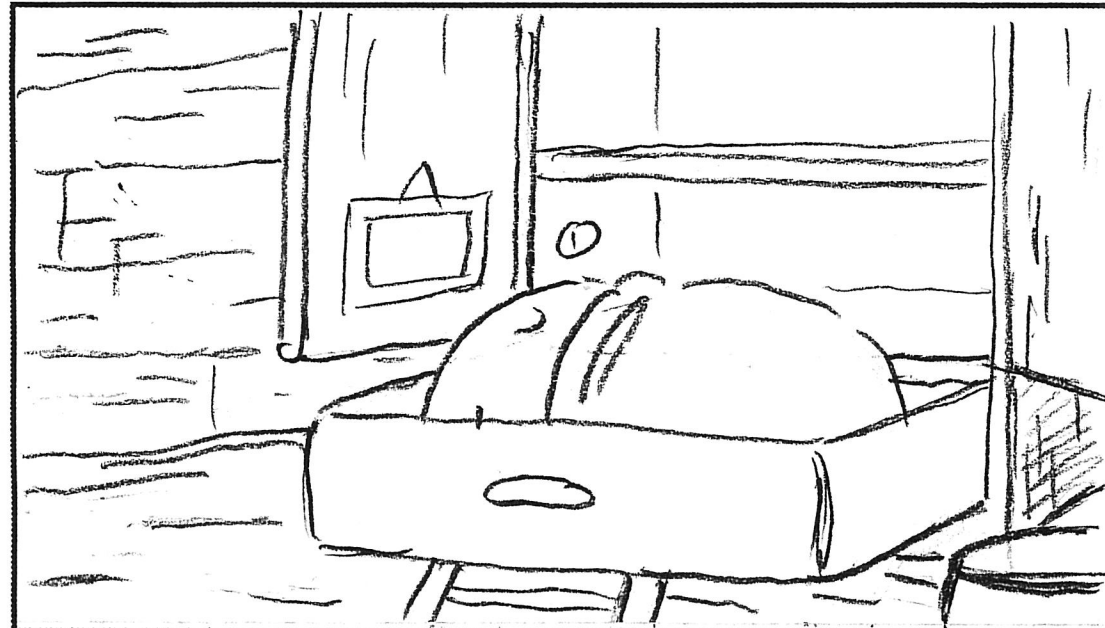


Sc. 5

Pnl. A

Bg.

day night



Dialog:

(AI)  
(F) = EEEWWWW, THE SEA LARD'S IN MY BED AGAIN~

Action:

-J LOOKS UP

Timing:

(AI)



EPISODE #

1034-235

# ADVENTURE TIME



Page 07

Sc. 05

Pnl. B

Bg.

day night



Sc. 06

Pnl. A

Bg.

day night



Dialog:

⑤ DUDE, THAT'S LIKE THE 8th TIME...

⑤ (OF/S) WHY DONT YOU JUST WIRD OF IT.

Action:

-SEA LARD DROOLS

(AI)

Timing:

EPISODE #

1034-235



# ADVENTURE TIME



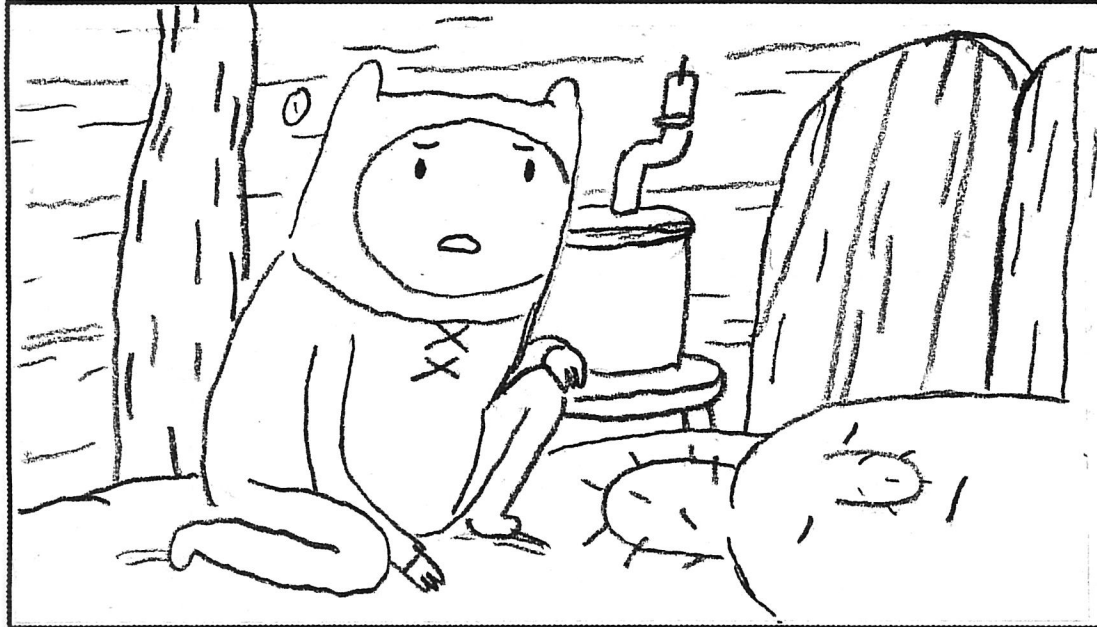
Page 08

Sc. 07

Pnl. A

Bg.

day night



Sc. 07

Pnl. B

Bg.

day night



Dialog:

F: YEAH I GUESS---  
NORMALLY IT DOESNT BOTHER  
ANYONE THOUGH.  
I DUNNO WHAT'S GOTTEN INTO IT LATELY.

Action:

- F POKES S.L.'S  
HORN

Timing:



EPISODE #

1034-235



# ADVENTURE TIME



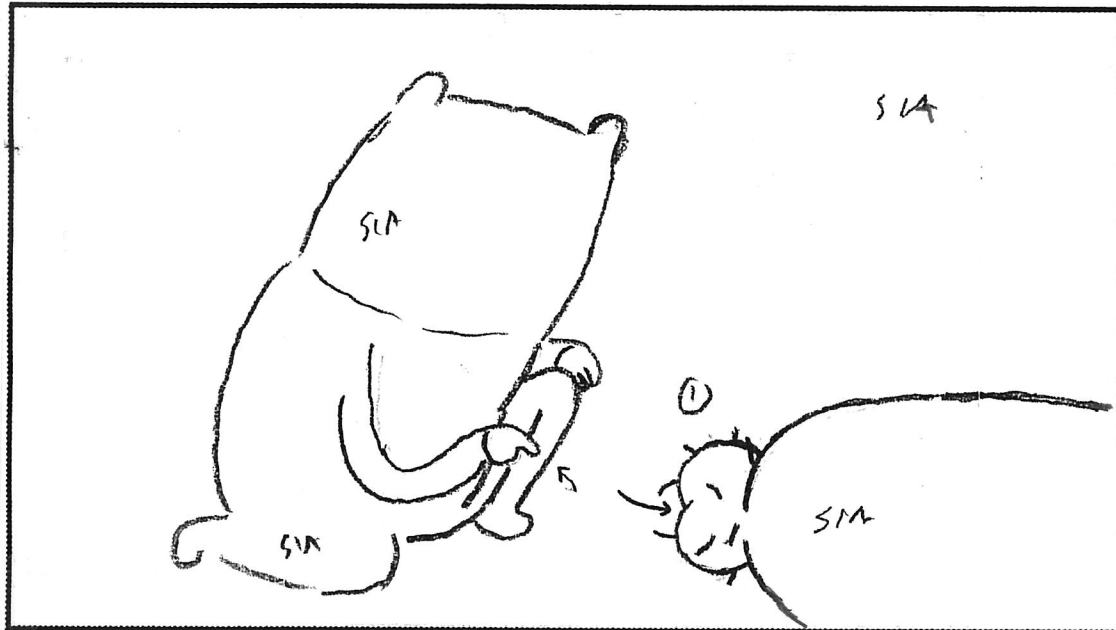
Page 09

Sc. 07

Pnl. C

Bg.

day night

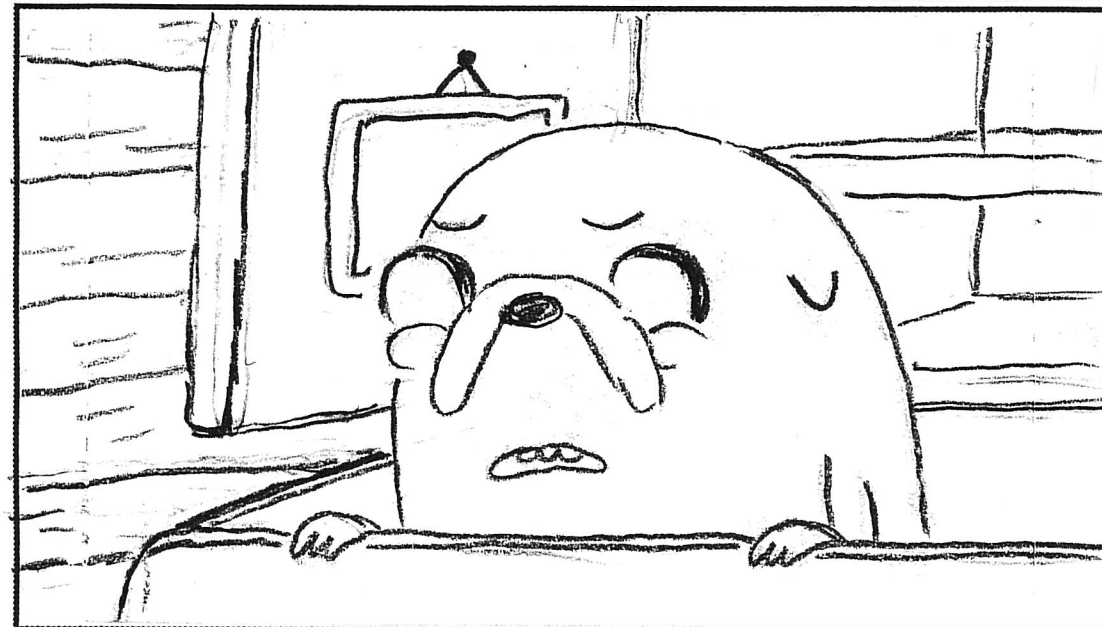


Sc. 08

Pnl. A

Bg.

day night



Dialog:

SFX: \* TWITCH \*

Action:

- HORN RECOILS  
(CUSHION IN)  
- F. EYEROWS BROW.

Timing:

③ IT'S GROSS AS BUTTS MAN.



EPISODE #

1034-235

# ADVENTURE TIME



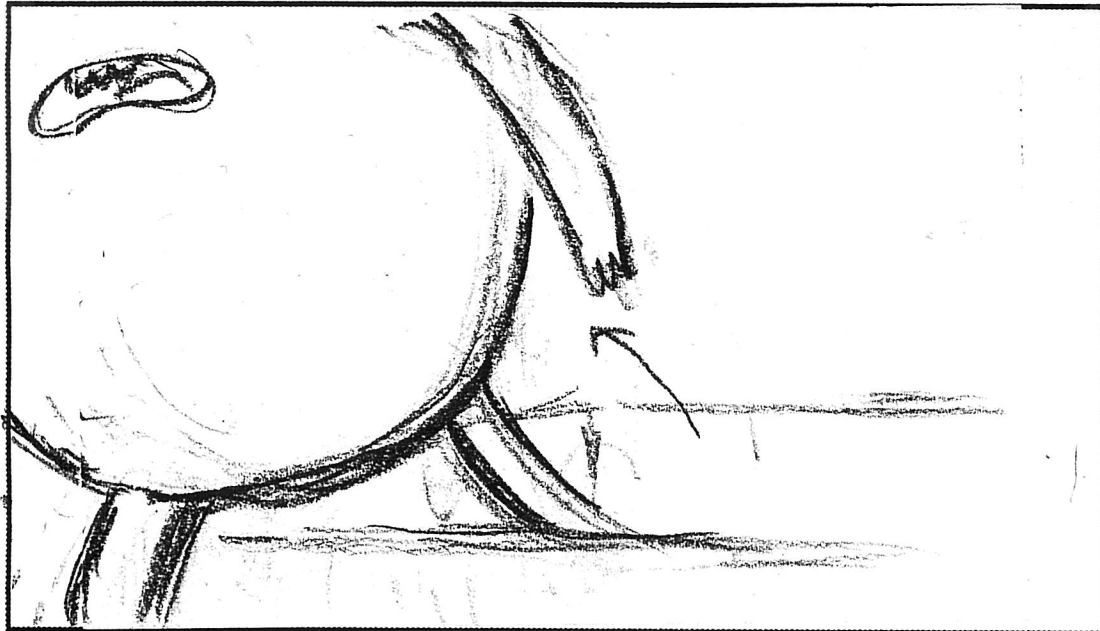
Page 10

Sc. 08

Pnl. B

Bg.

day night

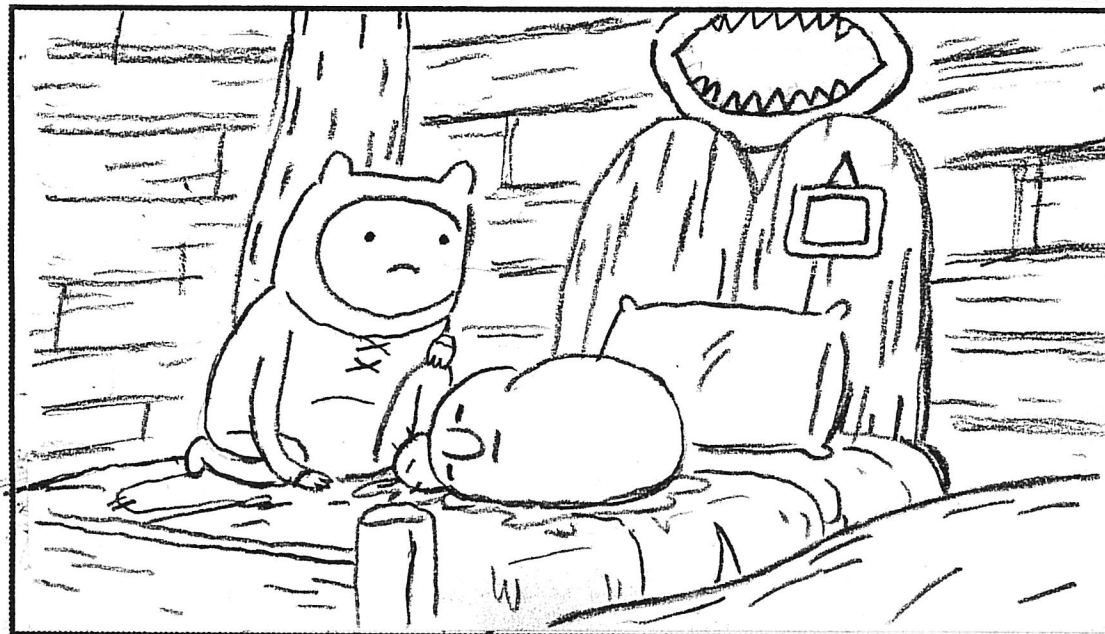


Sc. 09

Pnl. A

Bg.

day night



Dialog:

(J) : WE'RE TAKING →

Action:

- J GETS UP, WALKS  
DOWN STEPS OFF/IS

Timing:



- J WALKS IN



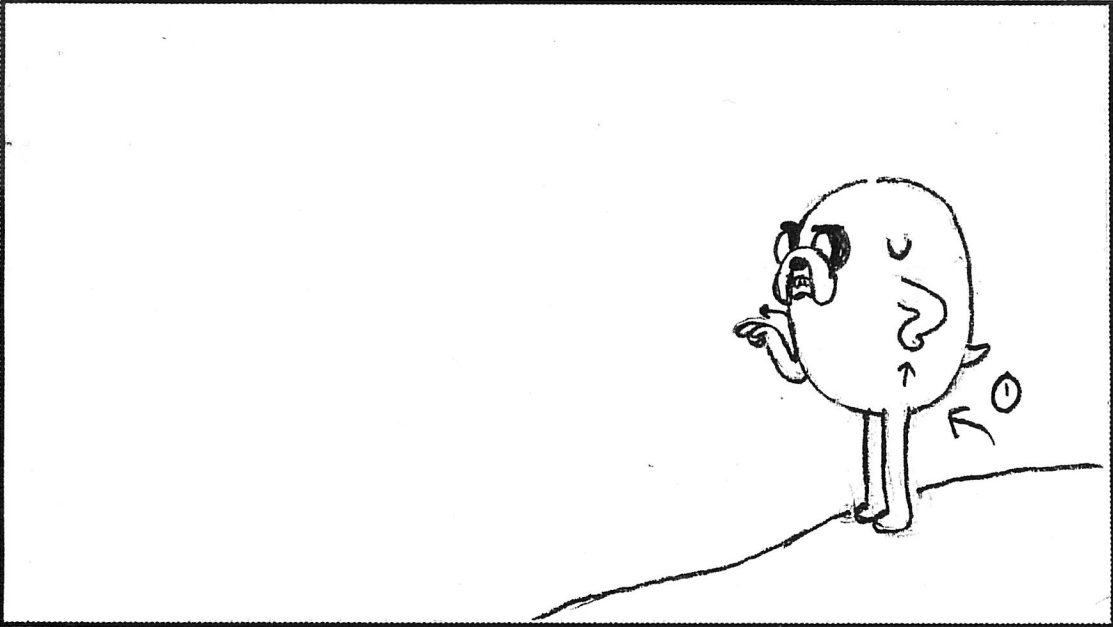
EPISODE #

1034-235

# ADVENTURE TIME



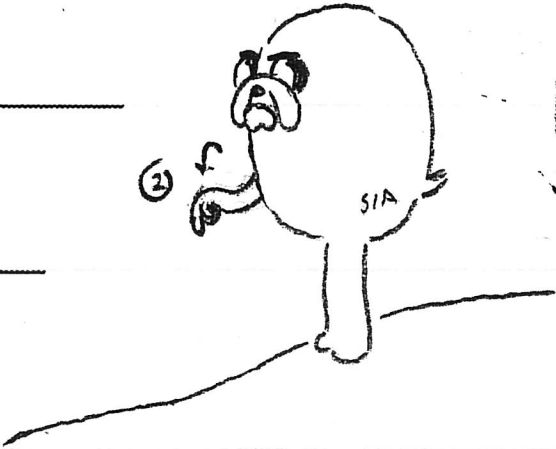
Sc. 9 Pnl. B Bg. day night Sc. 10 Pnl. A Bg. day night



Dialog: (J): ① CARE OF THIS  
② RIGHT NOW.

Action:

Timing:



EPISODE #

Production:

1034-235



# ADVENTURE TIME



Page 12

Sc. 10 CONT Pnl. B Bg. day night



Sc. 10 CONT Pnl. C Bg. day night



Dialog:

①: I CANT BELIEVE WE NEVER THOUGHT OF THIS BEFORE.

② THE POND'S THE PERFECT PLACE FOR A SEA LARD.

Action:

- F+J WALK OUT FRONT DOOR CARRYING SEA LARD.

Timing:



SEP 24 2015

EPISODE #

Production:

1034-235

1034/235

1034/235



# ADVENTURE TIME



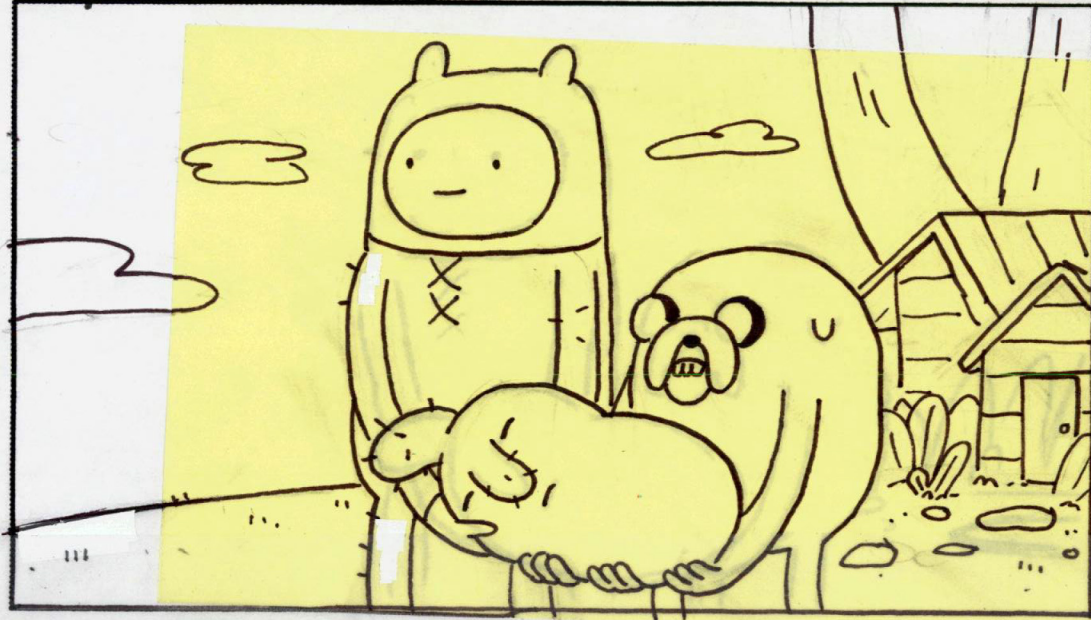
Page **13**

Sc. **11**

Pnl. **A**

Bg.

day night

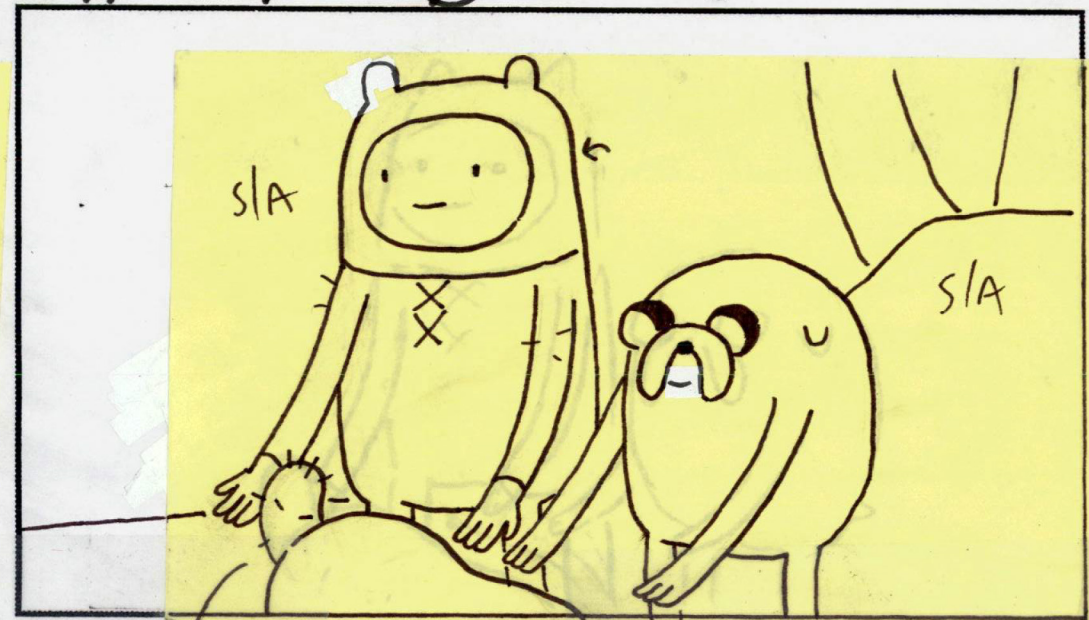


Sc. **11 CONT**

Pnl. **B**

Bg.

day night



Dialog:

**(J): SEE-YA-LARD-ER,  
HAMA**

Action:

**- F + J TOSS STAY LARD OFF/S  
SEP 24 2015**

Timing:

EPISODE #

Production:

1034-235

1034/235

1034/235

1034/235

# ADVENTURE TIME

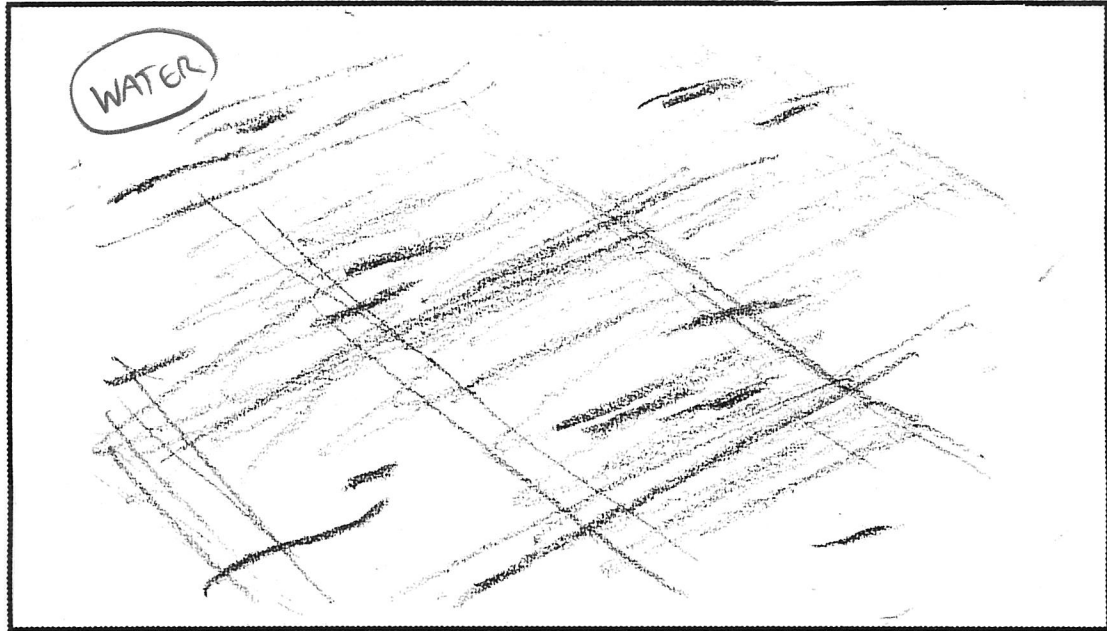


Sc. 12

Pnl. A

Bg.

day night

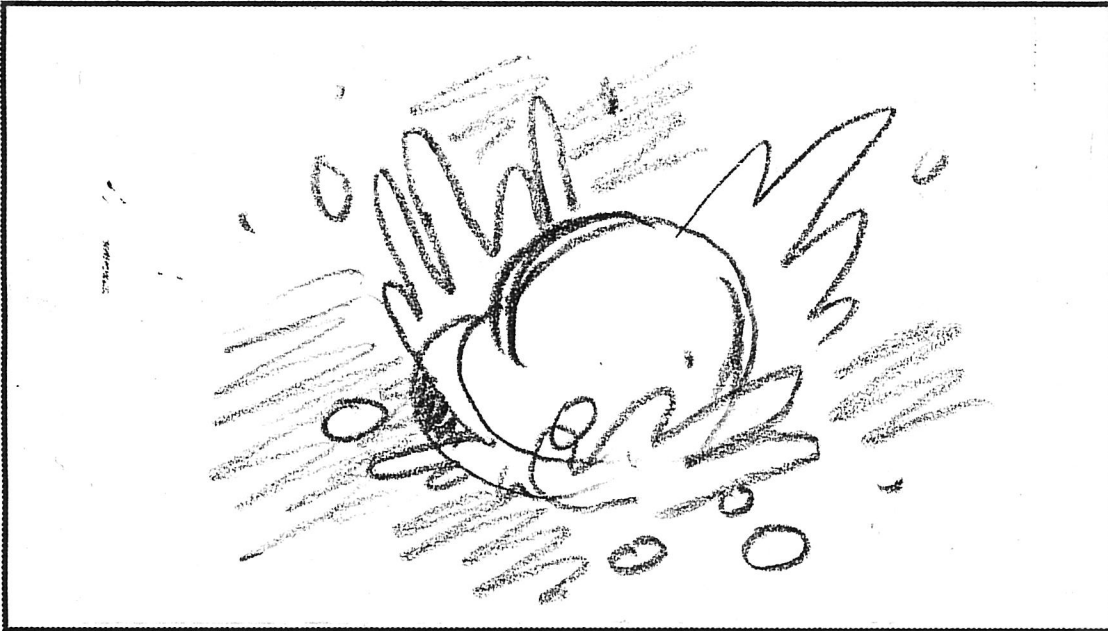


Sc. 12

Pnl. B

Bg.

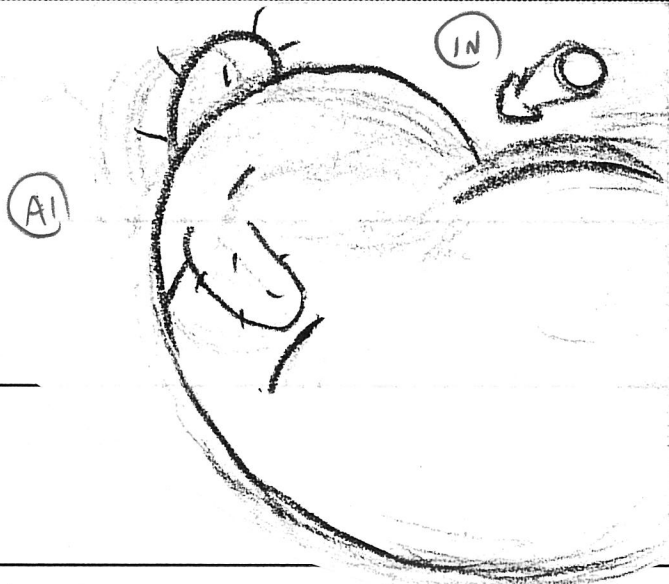
day night



Dialog:

Action:

Timing:



SFX: \* SPSHH \*

- S. LARD PLUNGES INTO WATER

EPISODE # 1034-235  
Production:



ADVENTURE TIME

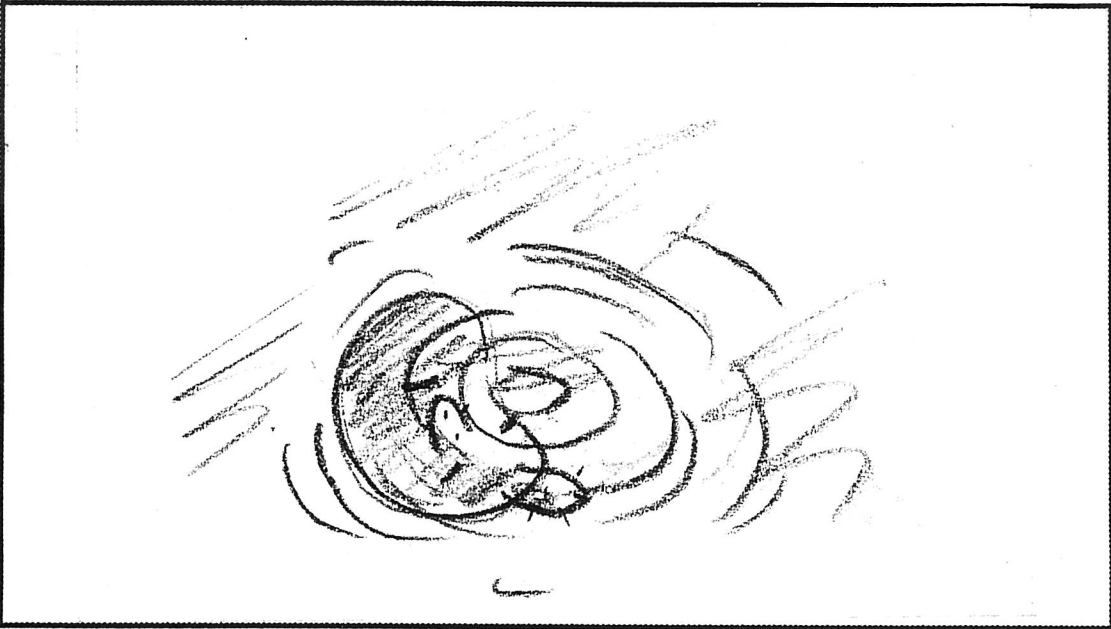


Sc. 12

Pnl. C

Bg.

day night



Sc. 12

Pnl. D

Bg.

day night



Dialog:

Action:

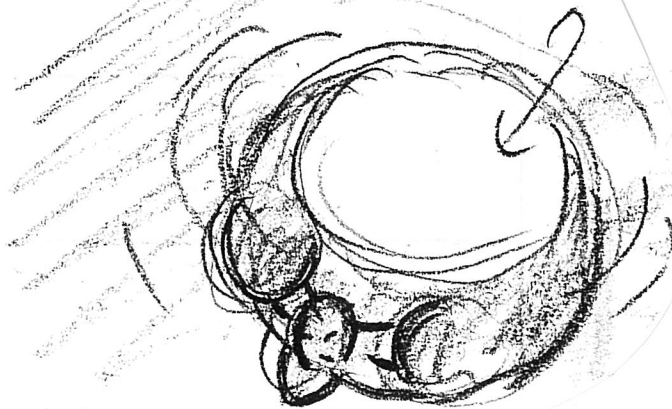
Timing:

- SINKS FOR A BIT

- SL SUDDENLY BLOATS UP AND FLOATS TO SURFACE, FLOPS OVER

SFX: \*BOB\*

(D!)



EPISODE #

1024-231

ADVENTURE TIME

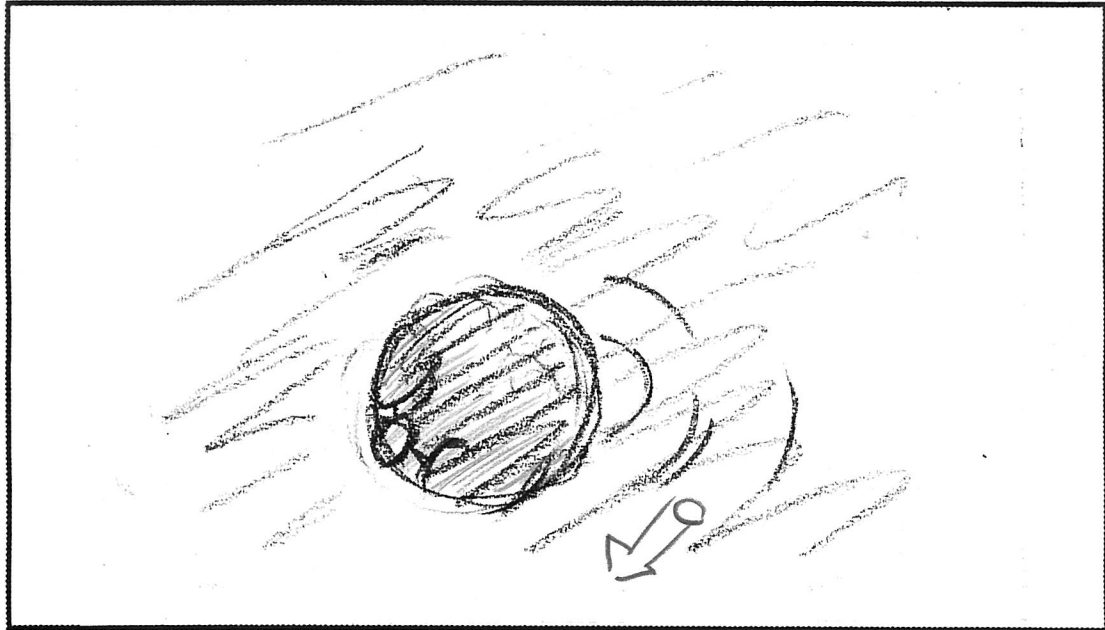


Sc. 12

Pnl. E

Bg.

day night

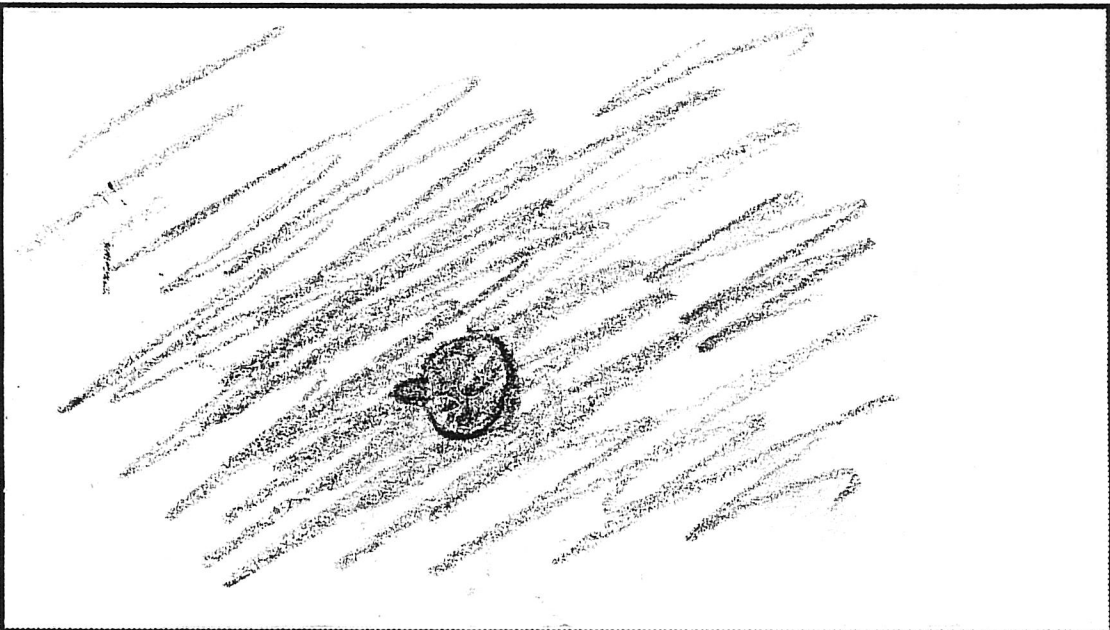


Sc. 12

Pnl. F

Bg.

day night



Dialog:

SFX: A BLOOP +

Action:

- S.L. STARTS SINKING AGAIN

- S.L. SINKS AND FADES INTO DARKNESS

Timing:

(FI)



EPISODE #

1004-235



ADVENTURE TIME

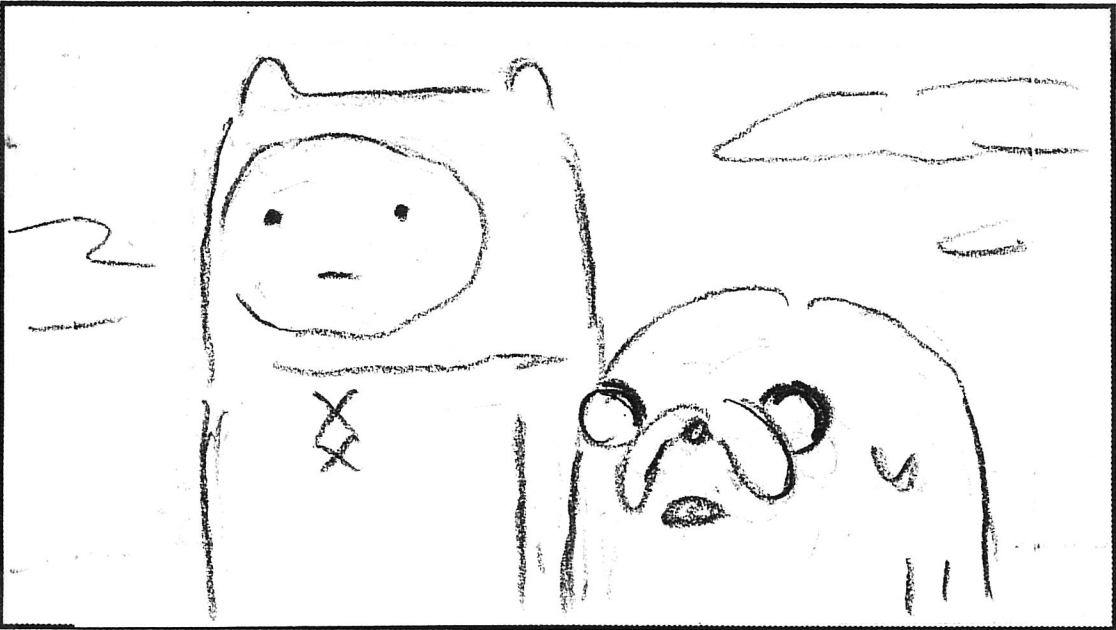


Sc. 13

Pnl. A

Bg.

day night

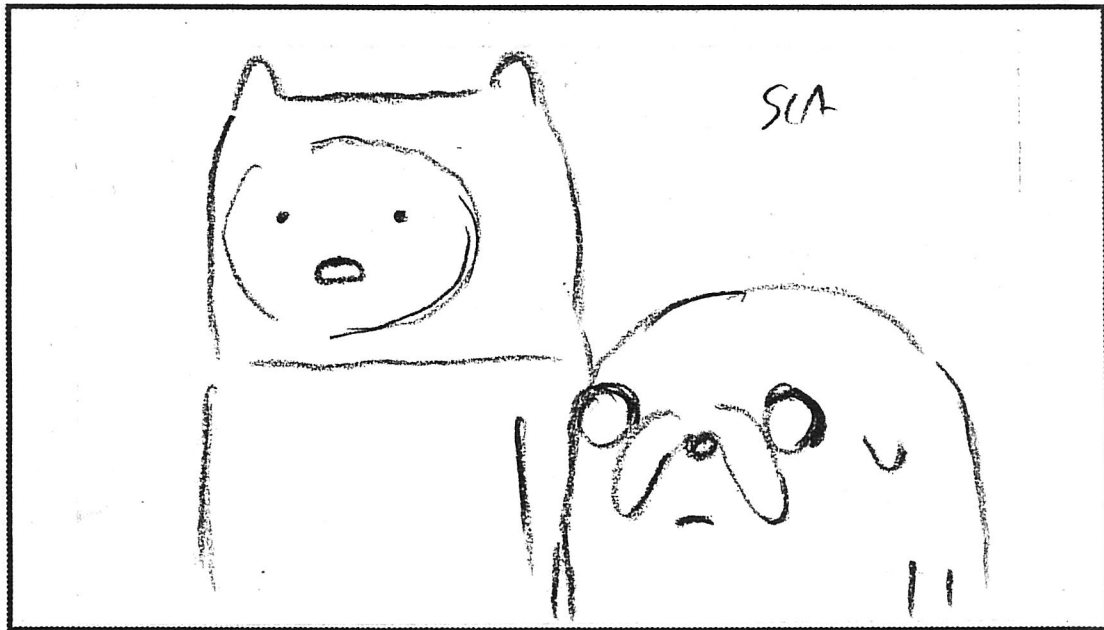


Sc. 13

Pnl. B

Bg.

day night



Dialog:

Ⓣ: HUH.

Ⓣ IS HE.....  
(BEAT)

Action:

Timing:

EPISODE #

Production:

1054-235

# ADVENTURE TIME

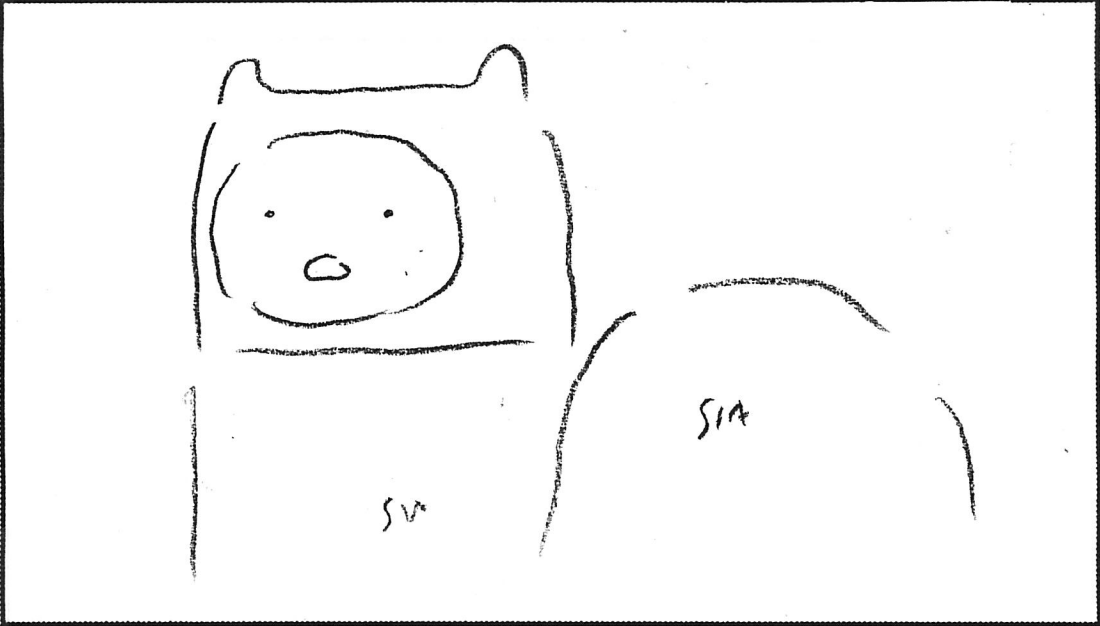


Sc. 13

Pnl. C

Bg.

day night

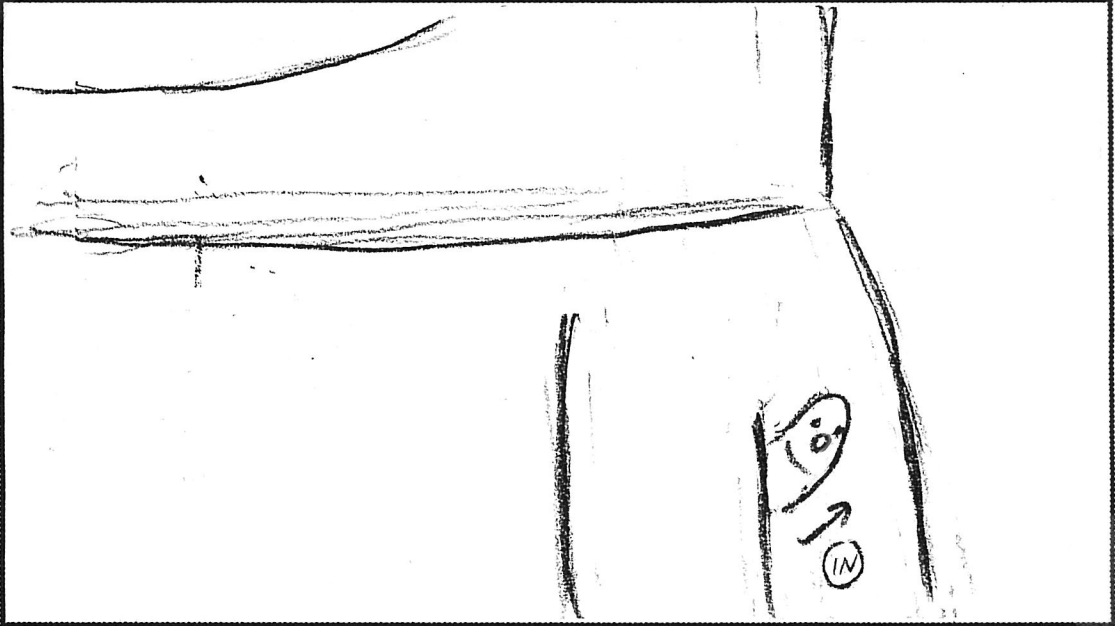


Sc. 14

Pnl. A

Bg.

day night



Dialog:

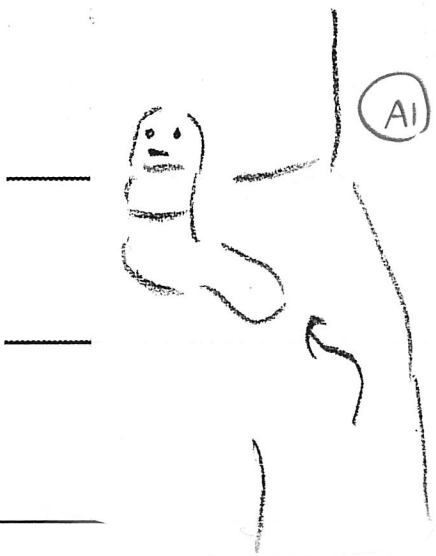
F: DEAD?

SHELBY: WELL.

Action:

-SHELBY CRAWLS OUT OF FINN'S ARMPIY

Timing:



EPISODE #

Production:

1034-235

# ADVENTURE TIME



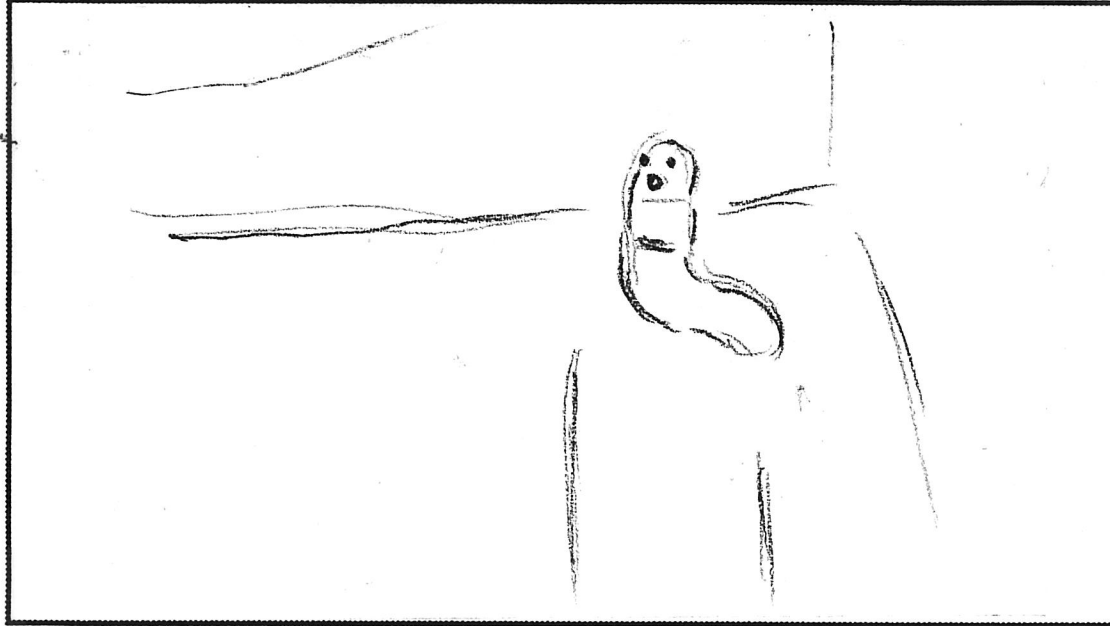
Page 19

Sc. 14

Pnl. B

Bg.

day night



Sc. 14

Pnl. C

Bg.

day night

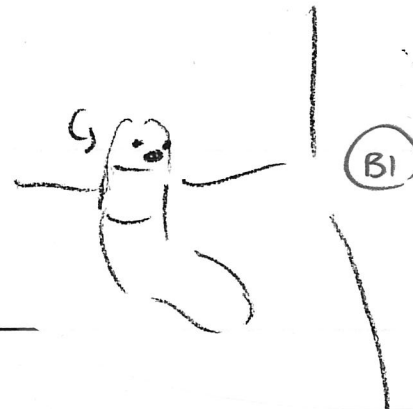


Dialog:

(SH) : - SEEING AS SEA LARVS  
ARE SALTWATER FISH, AND THE  
POND IS A FRESHWATER ENVIRONMENT...

Action:

Timing:



(SH) [SUCKS AIR  
THROUGH TEETH] YEAH HE'S  
PROBLY DEAD.

-SHELBY COCKS HIS  
HEAD

EPISODE #

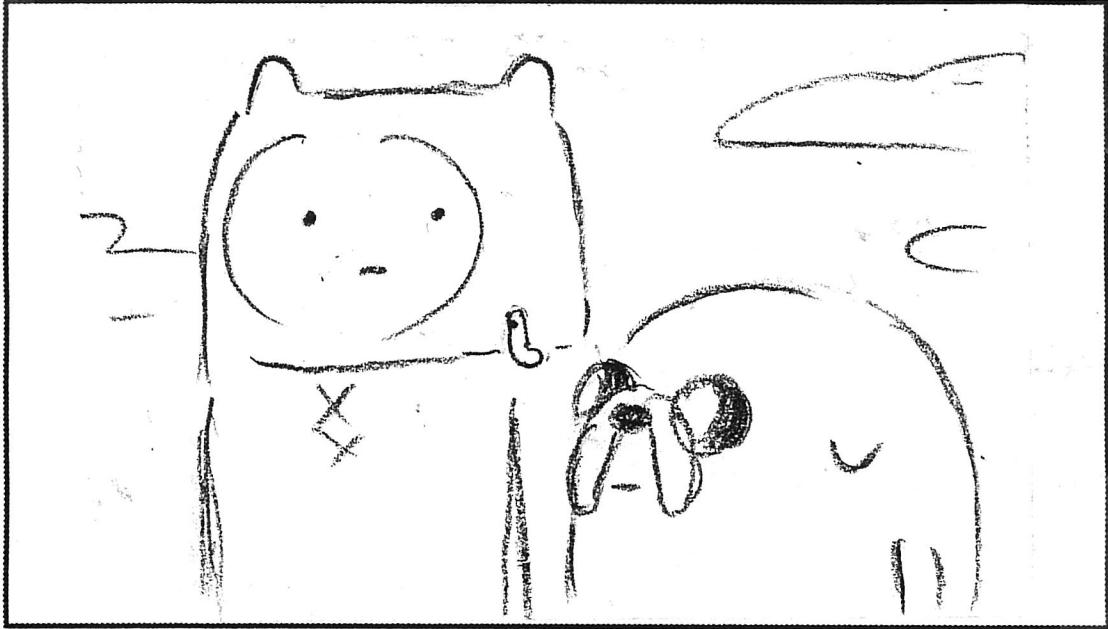
1024-235

Production:

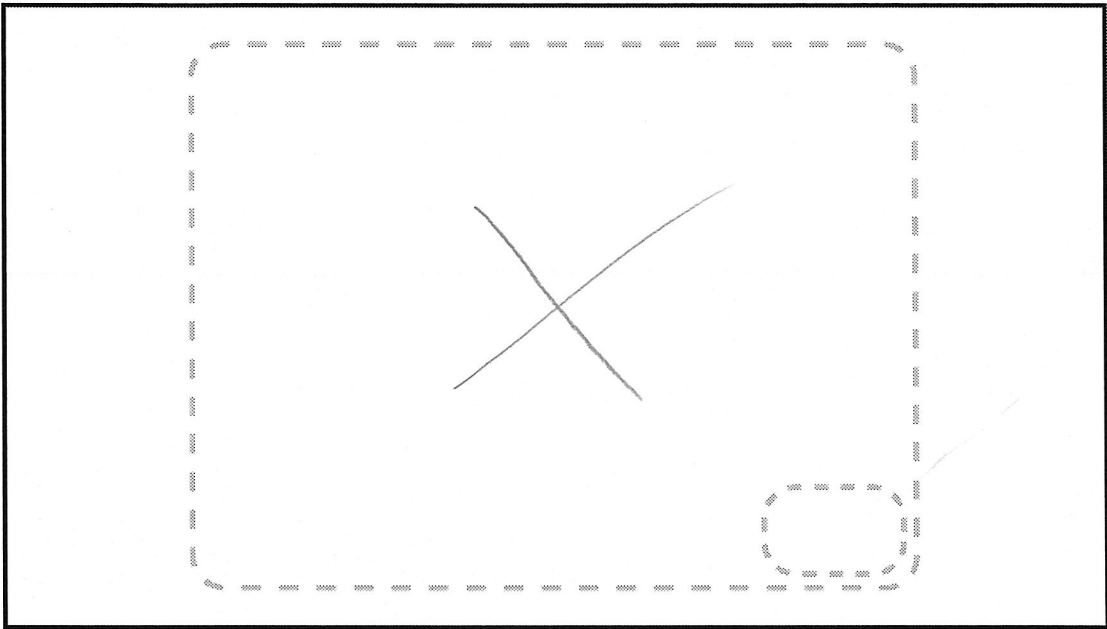
# ADVENTURE TIME



Sc. 15 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(SH) HAVENT YOU GUYS EVER HEARD OF OSMOREGULATION?
Action:	
Timing:	

EPISODE # 034-232  
Production:

ADVENTURE TIME

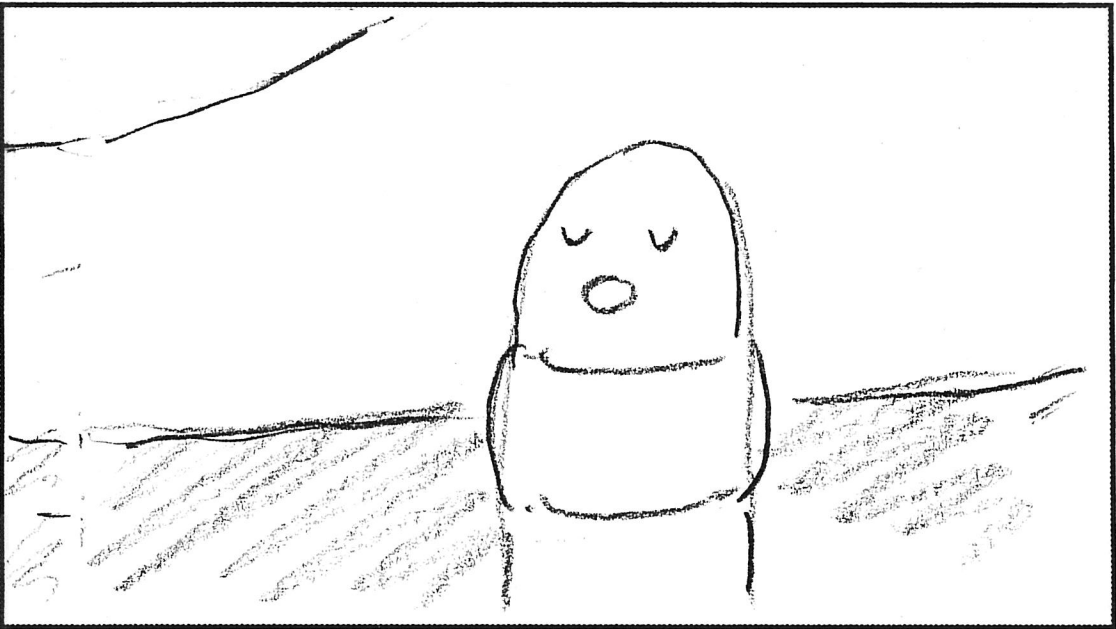


Sc. 16

Pnl. A

Bg.

day night

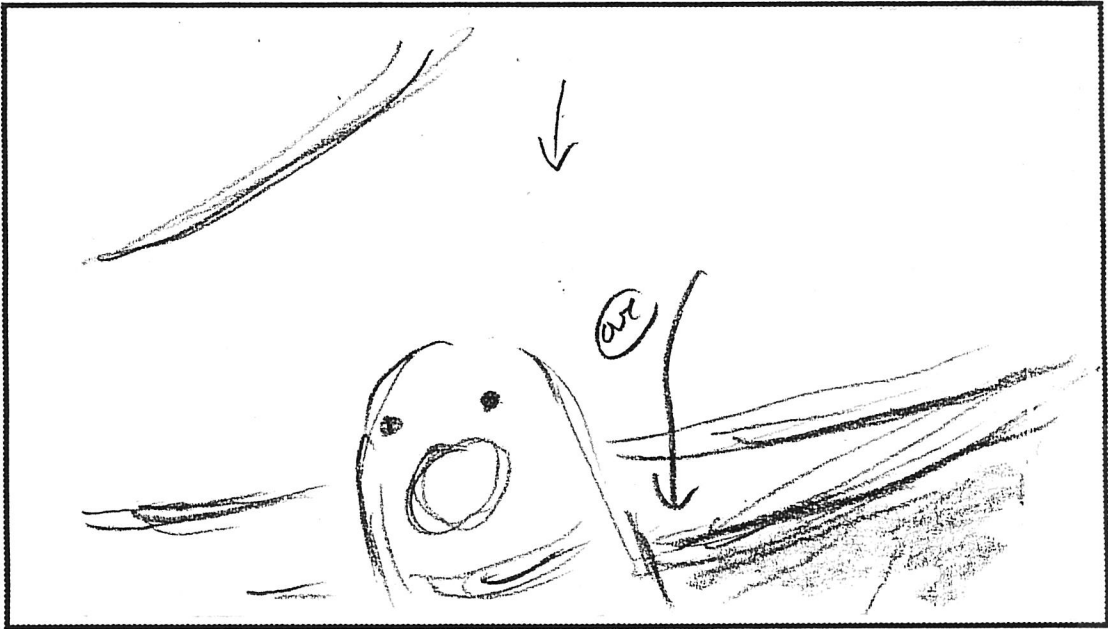


Sc. 16

Pnl. B

Bg.

day night



Dialog:

(SM): ALLOW ME TO  
EXPLAIN.  
OSMO —

(SM): WAAAA

Action:

- F'S SHIRT/SH.  
GET PULLED  
DOWN / - F LEANS  
FORWARD

Timing:

1034-235

EPISODE #

Production:

# ADVENTURE TIME

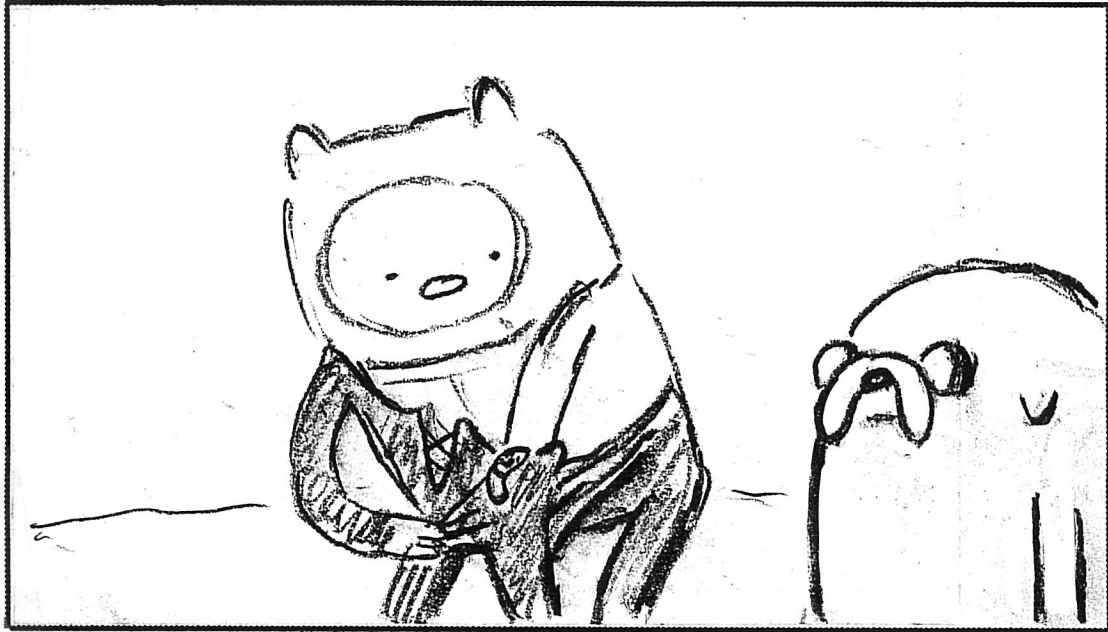


Sc. 17

Pnl. A

Bg.

day night



Sc. 17

Pnl. B

Bg.

day night



Dialog:

(F): SORRY SHELBY.

Action:

- F. PULLS OFF P.YAMAS.

Timing:

(AI)



EPISODE #

1054-235

Production:

# ADVENTURE TIME



Sc. 17

Pnl. C

Bg.

day night



Sc. 17

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

(F) : GOTTA SAVE THIS LARD.



(D1)



EPISODE #  
1054-23b



# ADVENTURE TIME



Sc. 18

Pnl. A

Bg.

day night



Sc. 18 CONT

Pnl. B

Bg.

Page

day night



Dialog:

F: <sup>②</sup>(INHALE)

Action:



Timing:

SFX: \*SPLASH\*

- F. JUMPS IN POND

SEP 24 2015

EPISODE #

1034-235

1034/235

1034/235



# ADVENTURE TIME



Sc. 18 CONT

Pnl. C

Bg.

day night



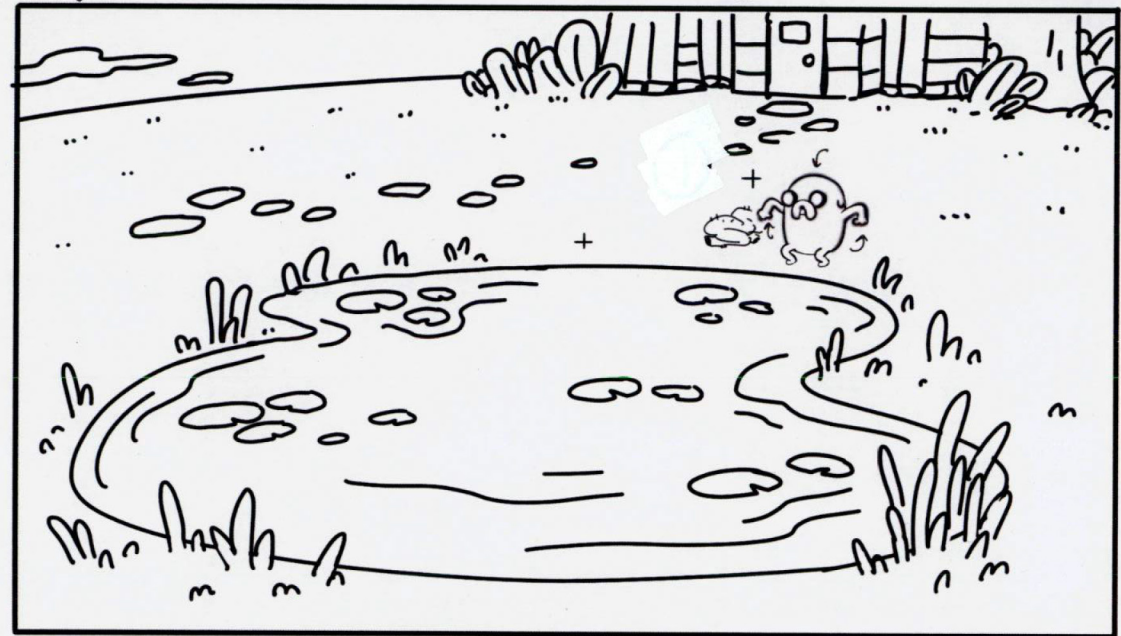
Sc. 18 CONT

Pnl. D

Bg.

Page

24A  
25 NEXT  
day night



Dialog: J: Me too, I guess...

Action:

Timing:



-ripples disappear  
SIA (D)

(4)  
SFX: \* SPLASH! \*  
- J. JUMPS IN POND

SEP 24 2015



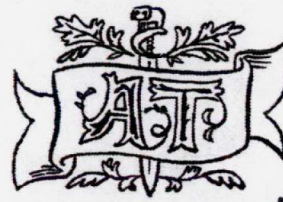
1034-235

EPISODE #  
1034/235

1034/235



# ADVENTURE TIME



Page 25

Sc. 18 CONT Pnl. E Bg. day night



Sc. 18 CONT Pnl. F Bg. day night



Dialog:	
Action:	
Timing:	

SEP 24 2013

1034-235

EPISODE #

1034/235

Production:

1034/235

# ADVENTURE TIME



Sc. 19 Pnl. A Bg. day night

Sc. Pnl. Bg. day night

Dialog:

Action: - F SWIMS DOWN INTO FRAME

Timing:

EPISODE # 1054-235

Production:



# ADVENTURE TIME



Page 27

Sc. 19

Pnl. B

Bg.

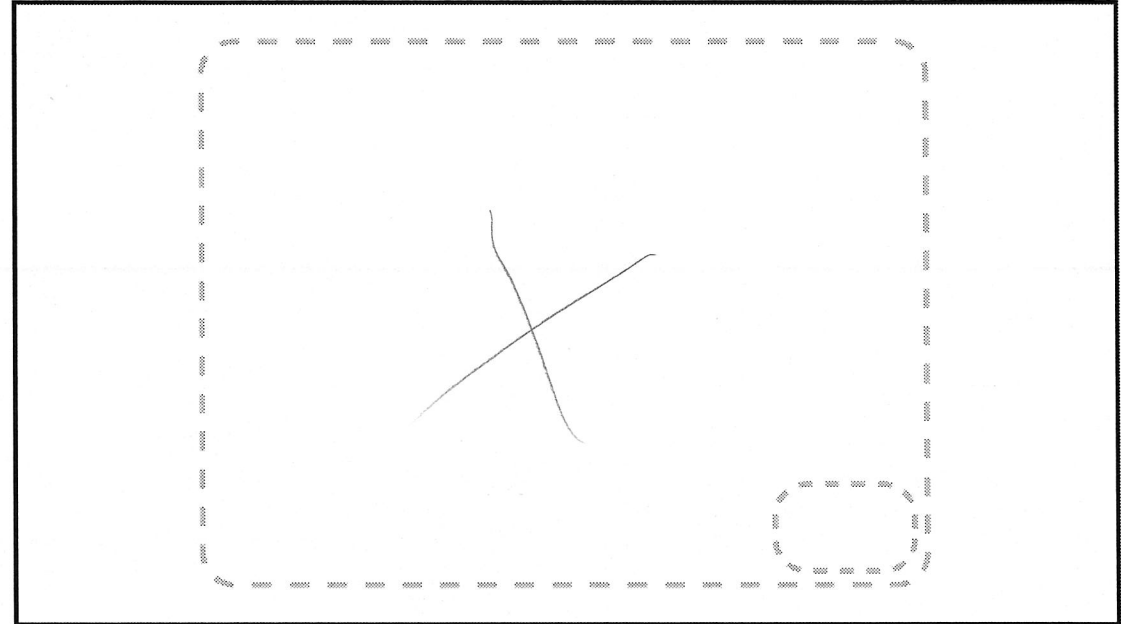
day night

Sc.

Pnl.

Bg.

day night



- F. SWIMS  
FARTHER DOWN  
INTO POND.

034-23

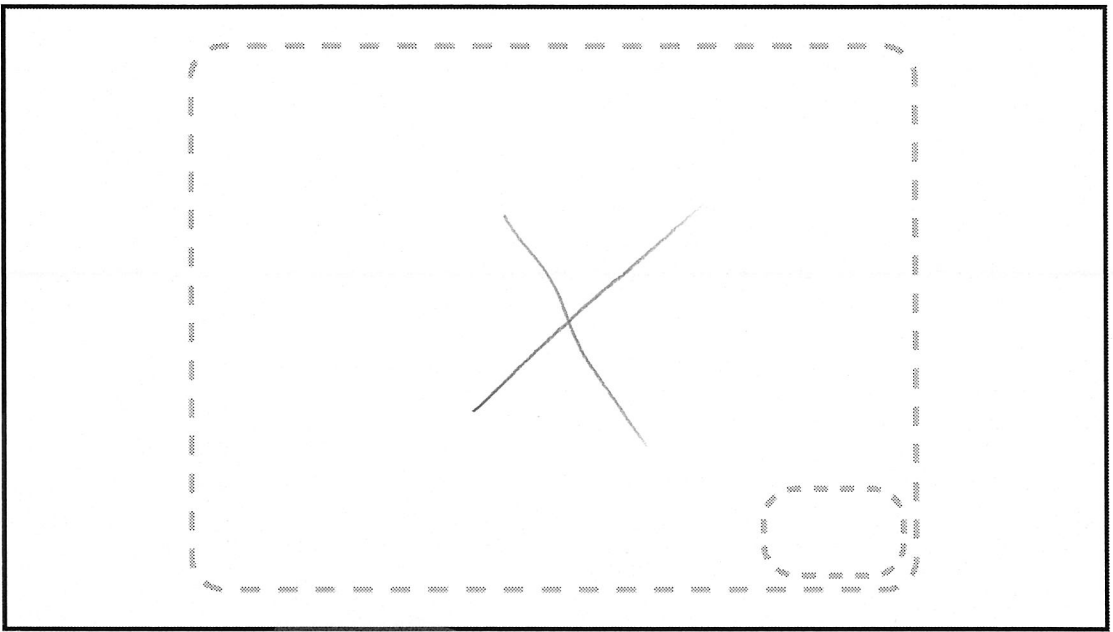
EPISODE #


Production:

# ADVENTURE TIME



Sc. 19 Pnl. C Bg. day night Sc. Pnl. Bg. day night



Dialog:		
Action: - F. SWIMS TO THE POND'S FLOOR.		 - F. LOOKS AROUND
Timing:		

034-232  
EPISODE #  
Production:

# ADVENTURE TIME

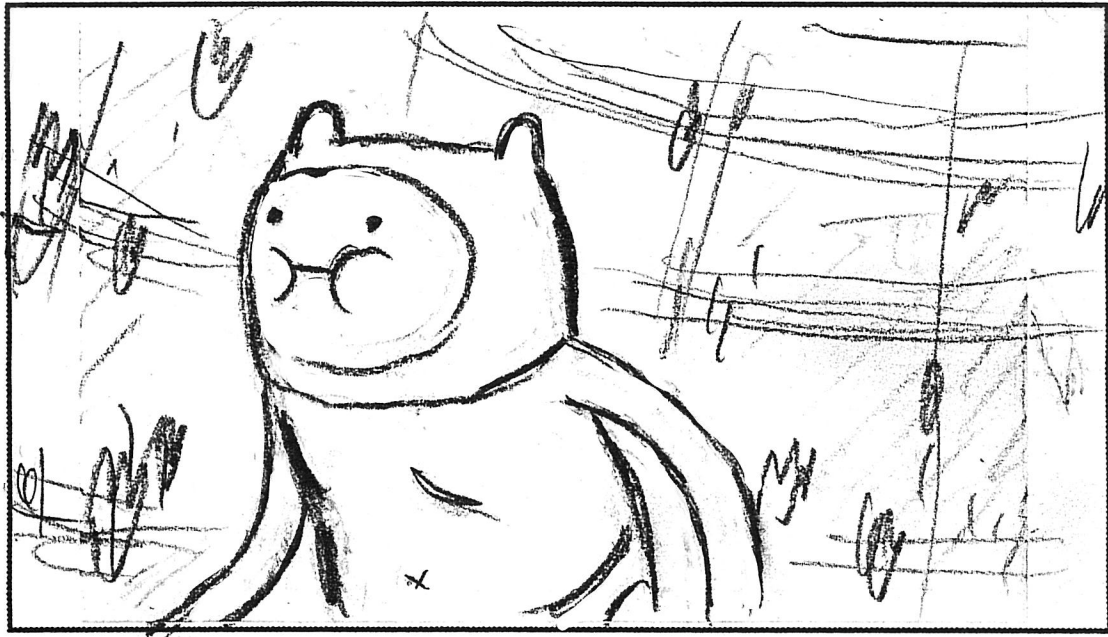


Sc. 20

Pnl. A

Bg.

day night



Sc. 20

Pnl. B

Bg.

day night



Dialog:	
Action:	- J STOPS NEXT TO FINN.
Timing:	

1034-235

EPISODE #

Production:

# ADVENTURE TIME

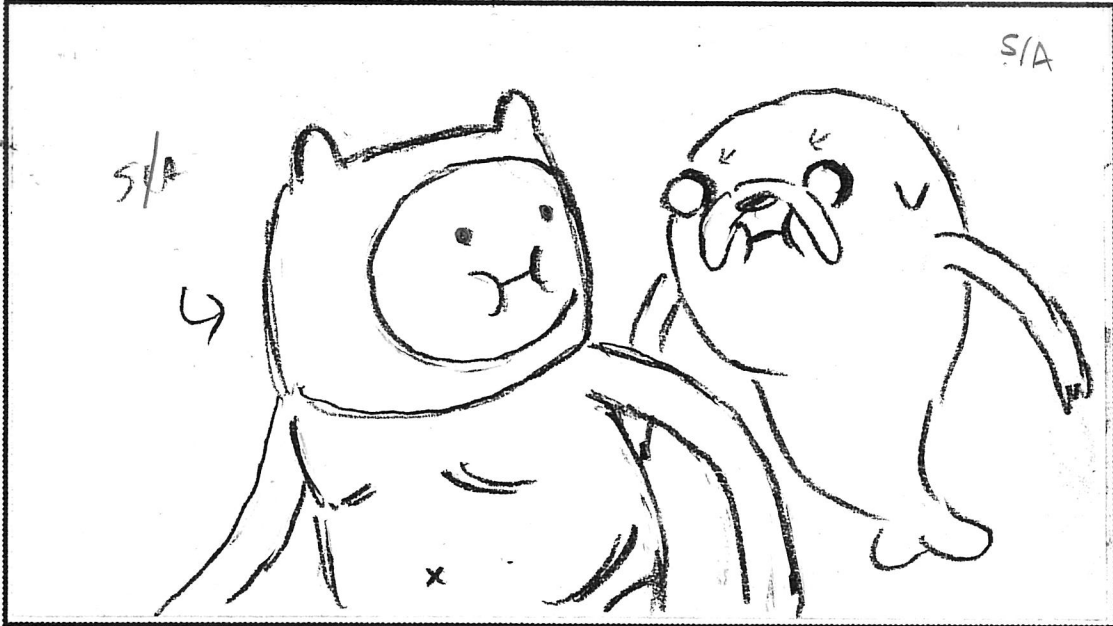


Sc. 20

Pnl. C

Bg.

day night

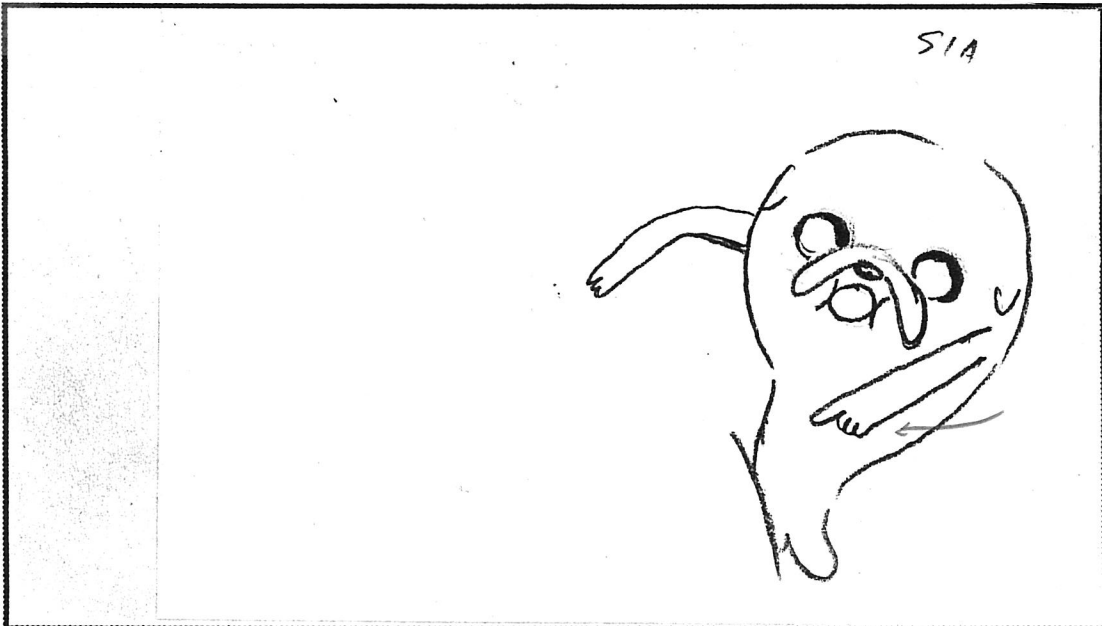


Sc. 20

Pnl. D

Bg.

day night

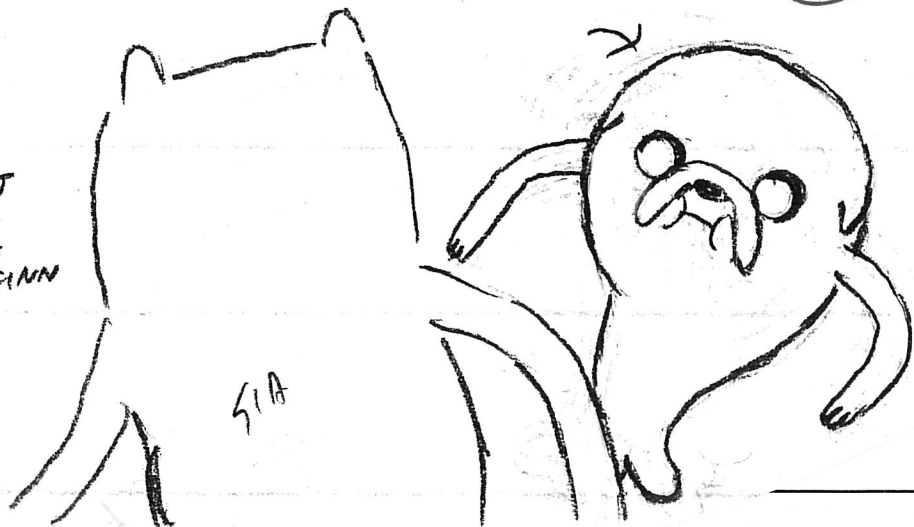


Dialog:

Action:

- F + J LOOK AT EACH OTHER
- J LEANS TO THE SIDE, LOOKS PAST FINN

Timing:



⊕: (BUBBLE)

- J POINTS OFFTS

34-235

EPISODE #

Production:

# ADVENTURE TIME

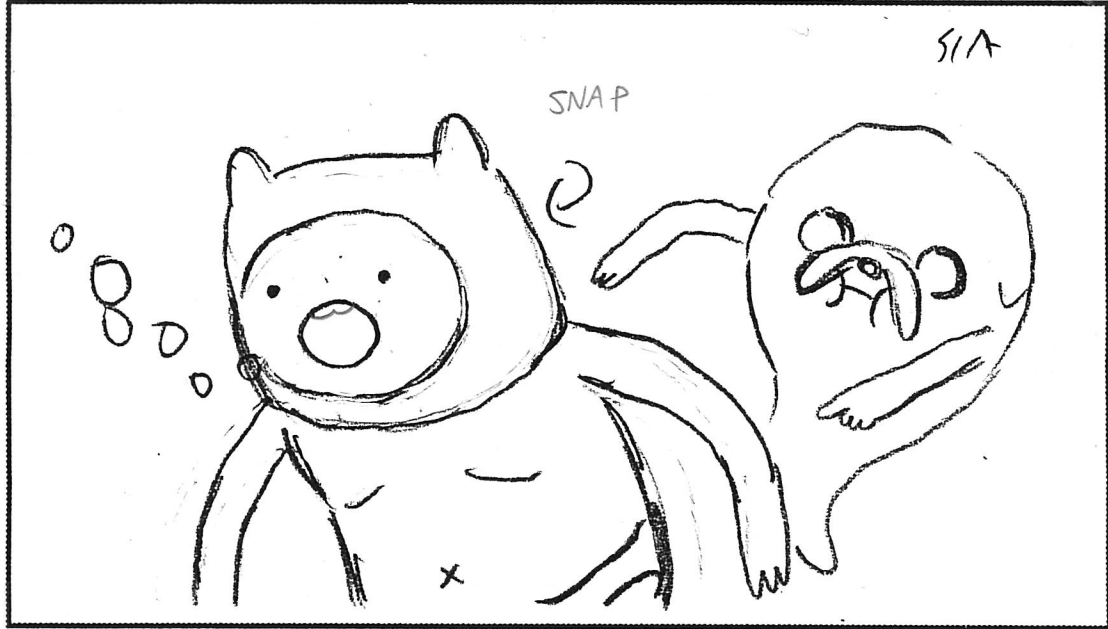


Sc. 20

Pnl. E

Bg.

day night

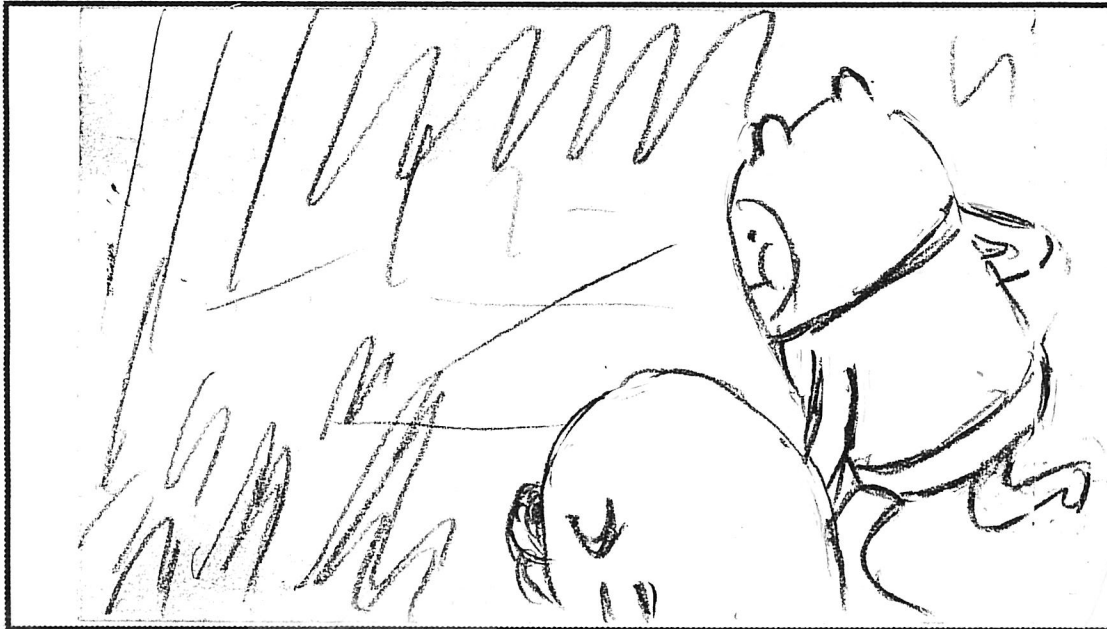


Sc. 21

Pnl. A

Bg.

day night



Dialog:	(F) = (BUBBLE)
Action:	- F. TURNS AND RELEASES A MOUTHFUL OF BUBBLES.
Timing:	

1034-235

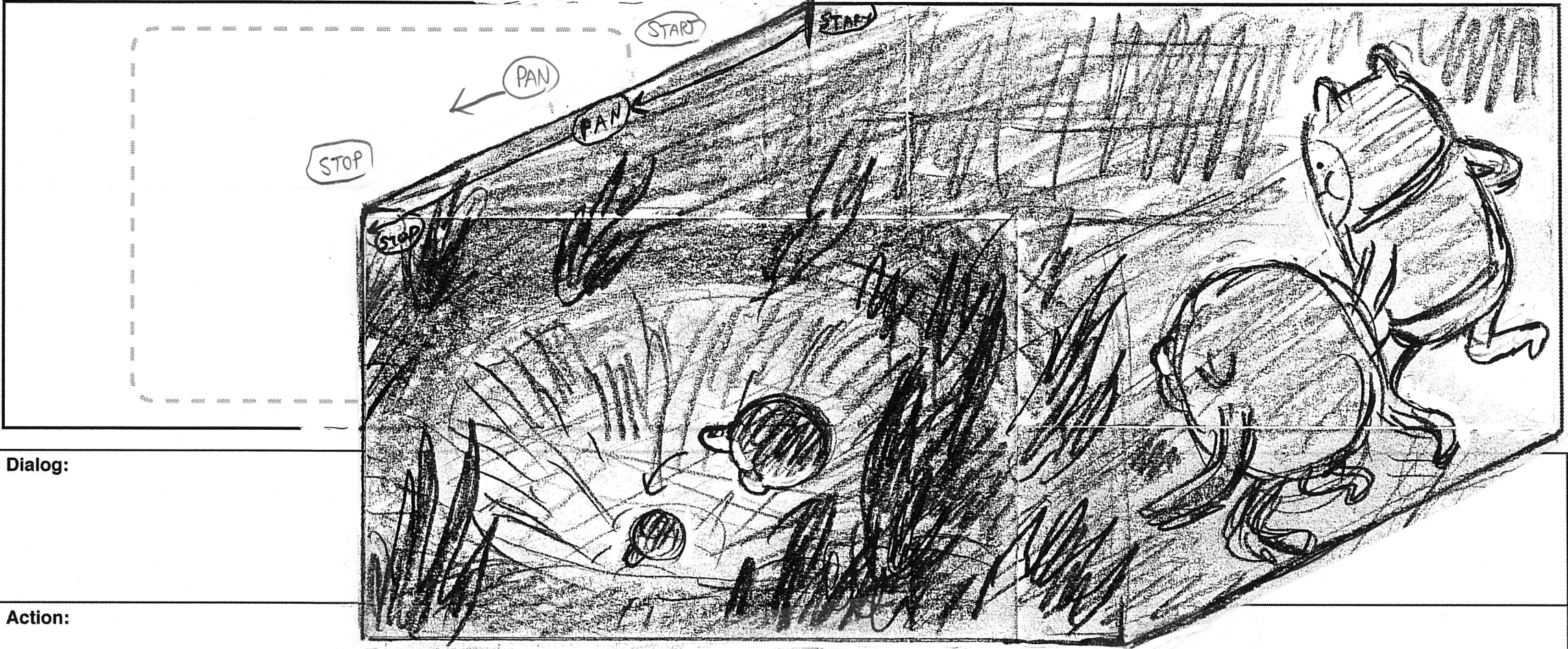
EPISODE #

Production:



ADVENTURE TIME



Sc.	Pnl.	Bg.	Sc. 21	Pnl. B	Bg.
					
<p>Dialog:</p>					
<p>Action:</p>					
<p>Timing:</p>					

-PAN DOWN TO SEA LARD APPROACHING GLOWING HOLE

1034-235  
EPISODE #  
Production:



# ADVENTURE TIME

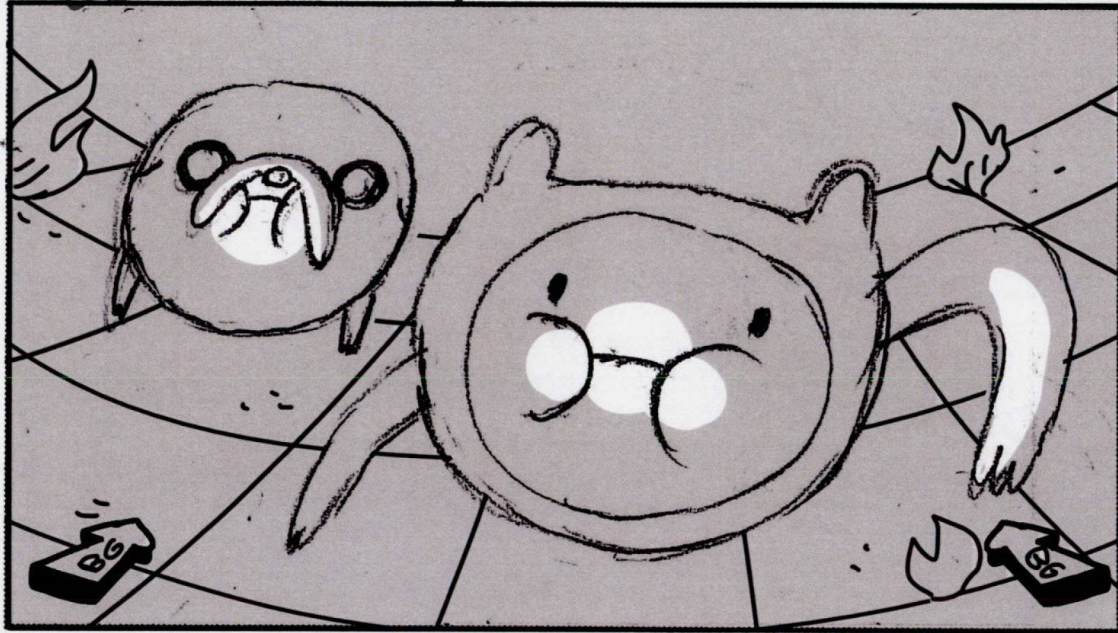


Sc. 22

Pnl. A

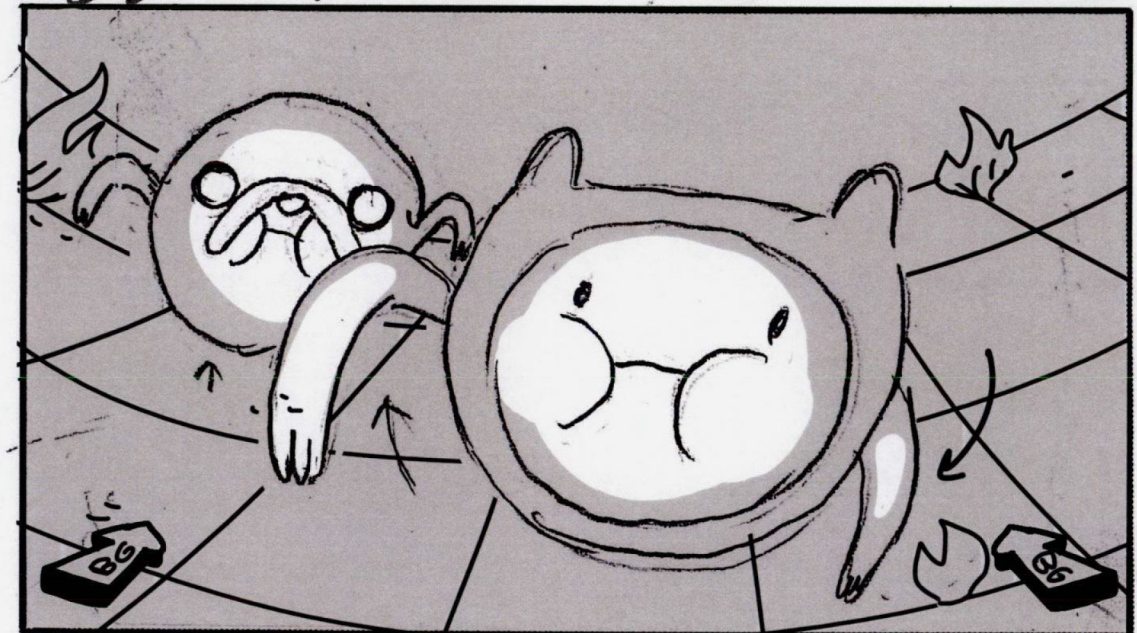
Bg.

day night



Sc. 22 CONT Pnl. B

Bg.



Page 33  
33A NEXT

Dialog:	
Action:	- F + J SWIM TOWARD CAMERA - RIM ANIMATES ON. PNL A → B
Timing:	

SEP 24 2015

1034-235

EPISODE #

1034/235

Production:



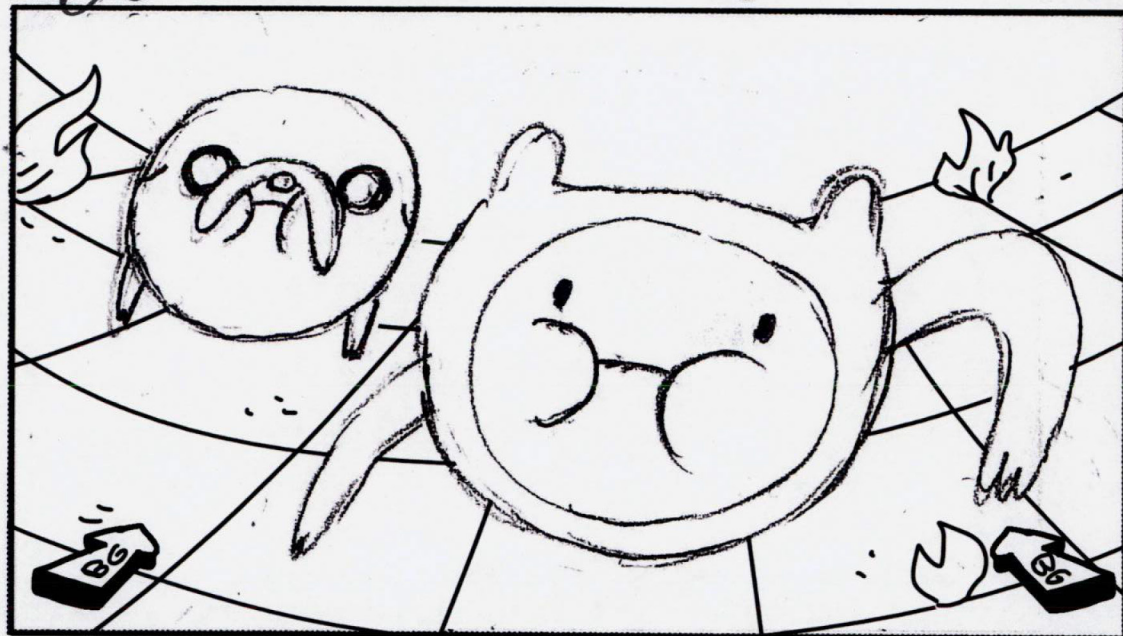
# ADVENTURE TIME



Sc. *28 CONT* Pnl. C

Bg.

day night

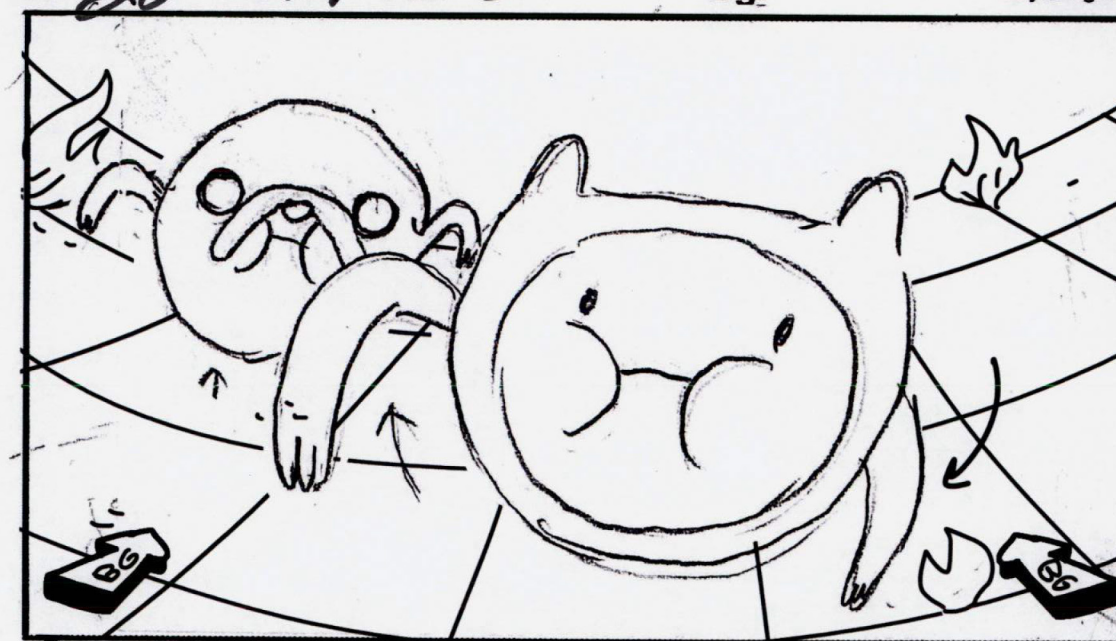


Sc. *28 CONT* Pnl. D

Bg.

Page

day night



*33A*  
*34 NEXT*

1034-235

EPISODE #

1034/235

Dialog:

Action:

- F + J SWIM TOWARD CAMERA  
- SWIM CYCLE PNL (C) + (D)

SEP 24 2015

Timing:

Production:

1034/235



# ADVENTURE TIME



Sc. **23**

Pnl. **A**

Bg.

day night

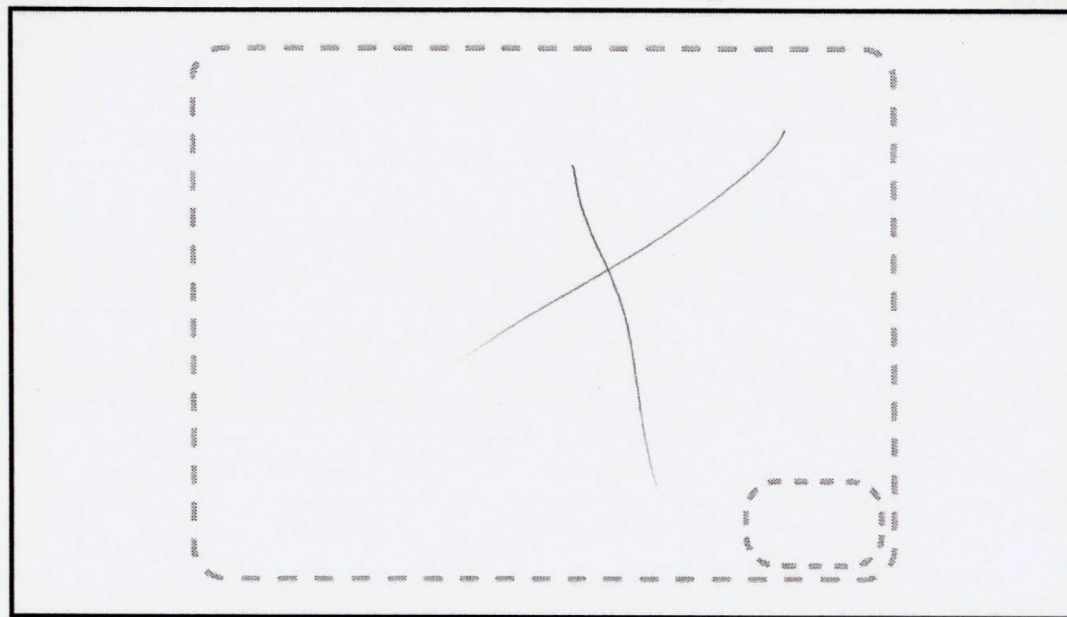
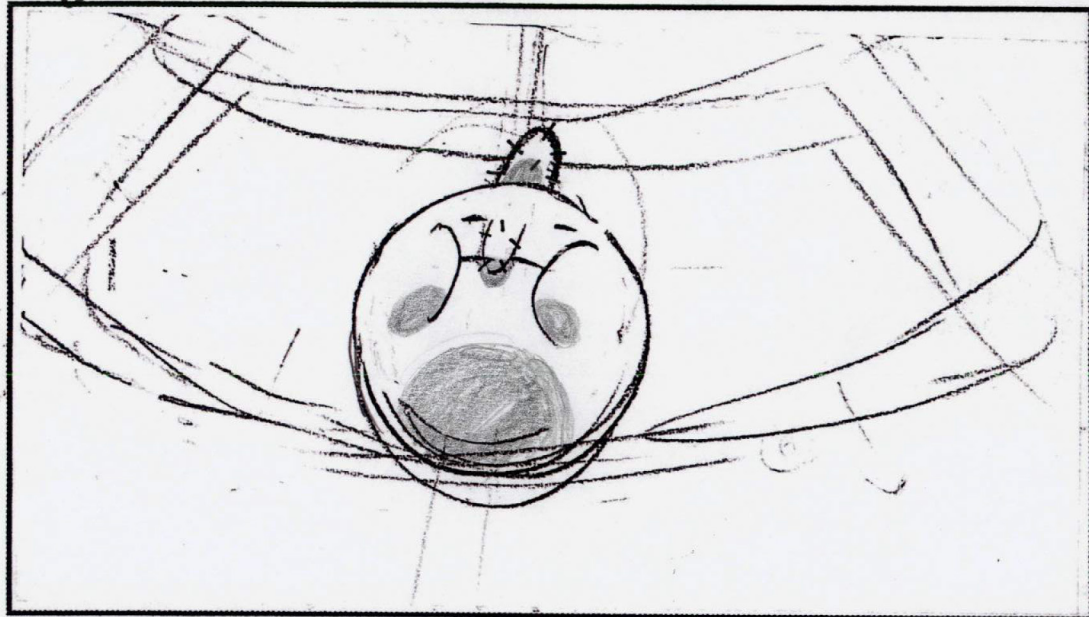
Sc.

Pnl.

Bg.

Page **34**  
day night

**34A NEXT**



Dialog:

*S.P.*

Action:

Timing:

SEP 24 2015

EPISODE #

Production:

**1034-235**

**1034/235**

**1034/235**



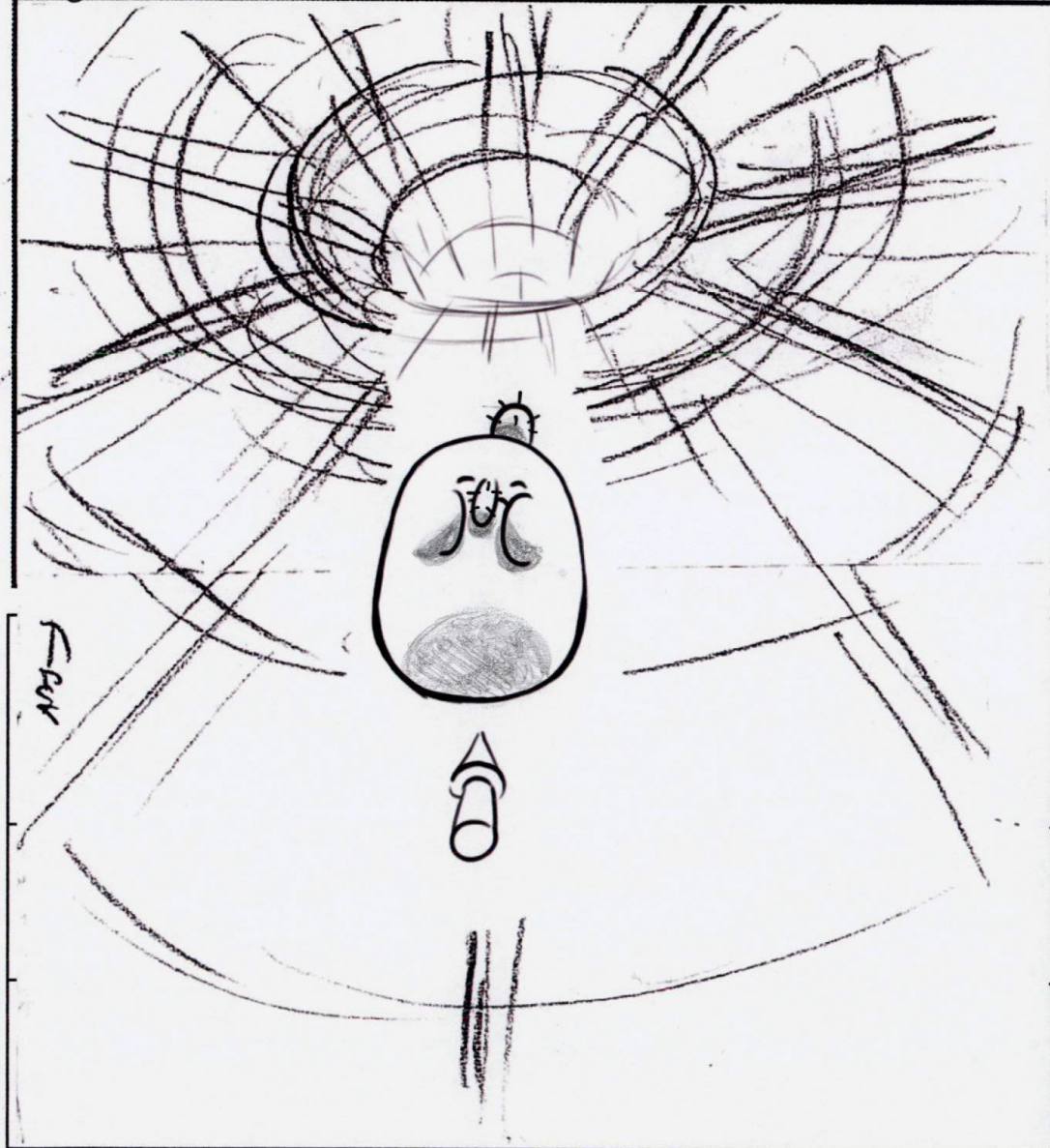
# ADVENTURE TIME



Sc. **23 CONT** Pnl. **B**

Bg.

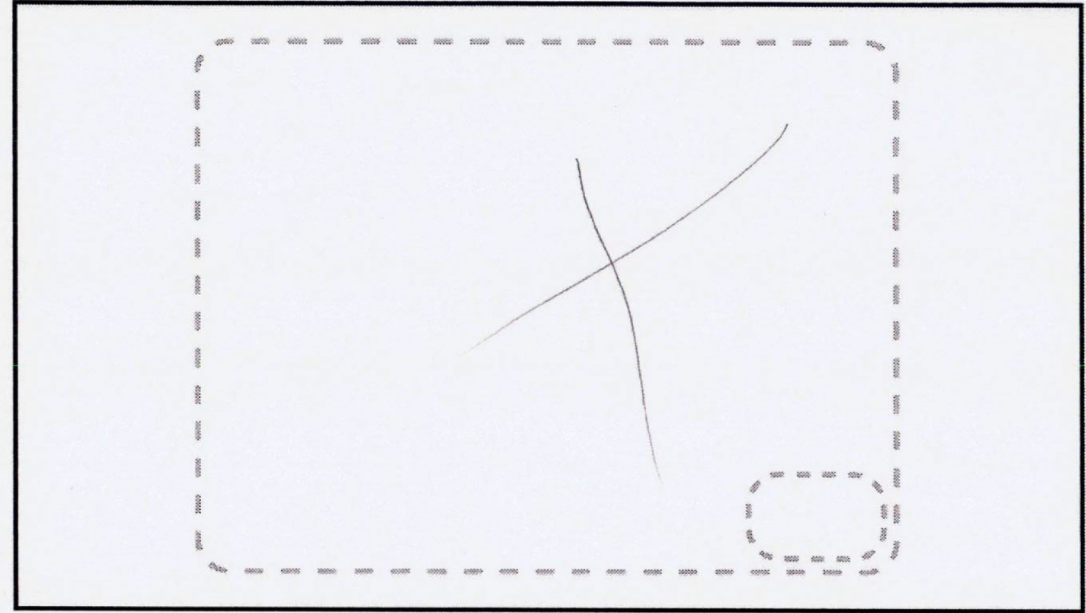
day night



Sc.

Pnl.

Bg.



Page **34A**  
**35 NEXT**  
day night

EPISODE #

**1034-235**

Production:

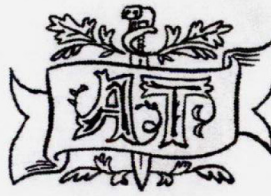
SEP 24 2015

1034/235

1034/235



# ADVENTURE TIME



Page 35

Sc. 23 CONT Pnl. C

Bg.

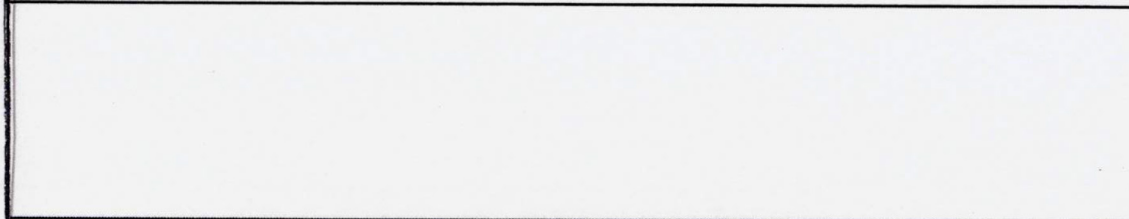
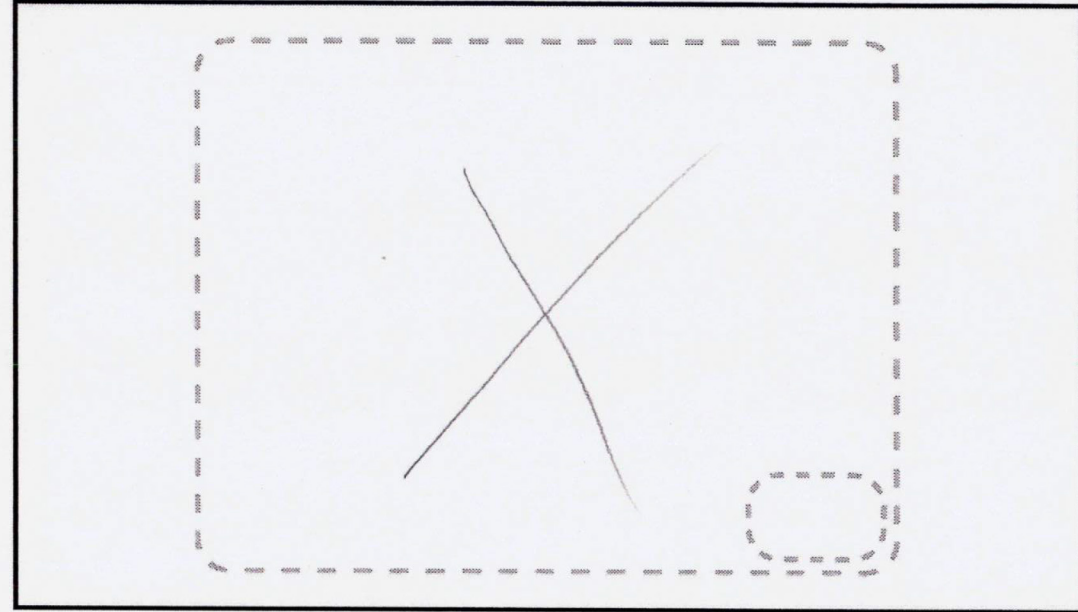
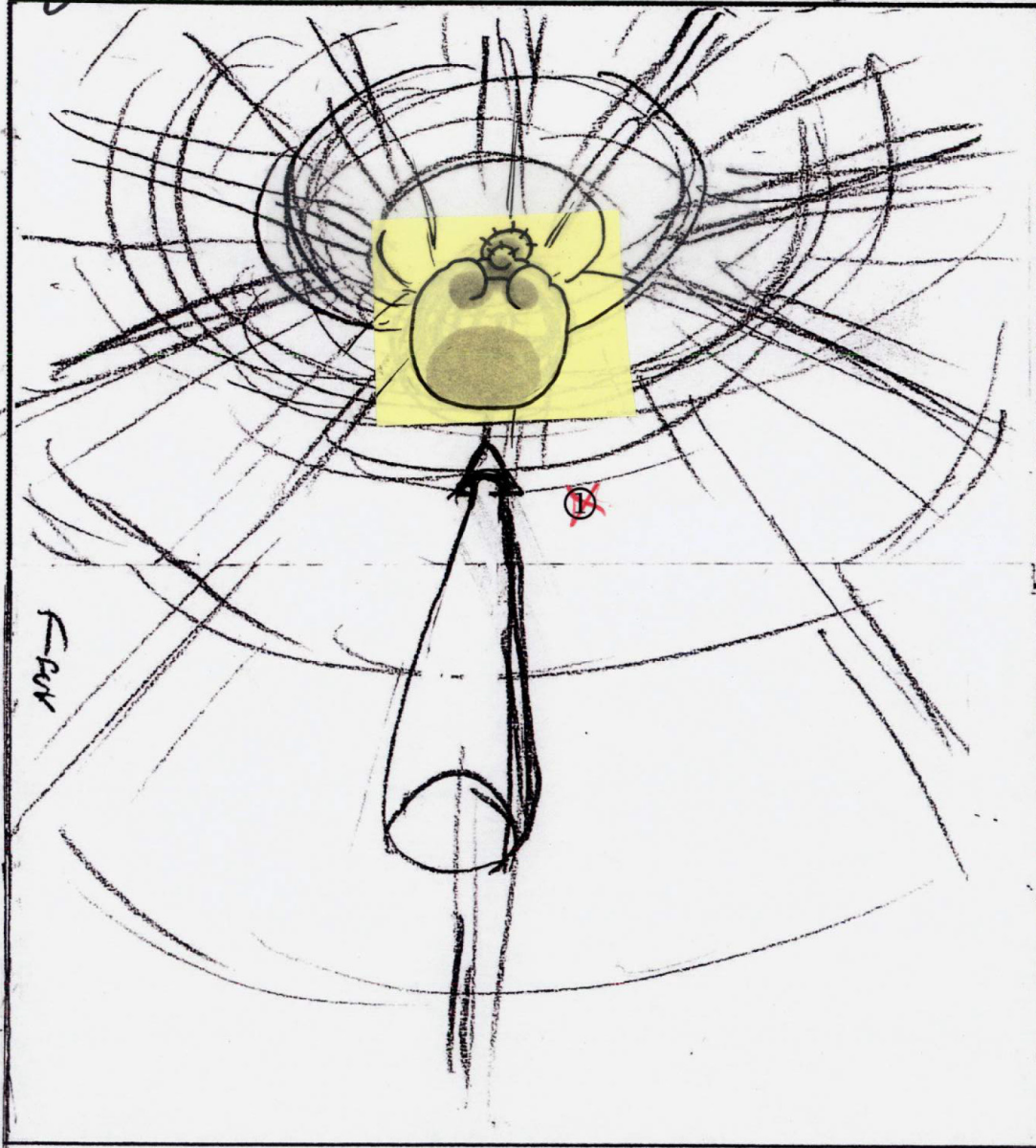
day night

Sc.

Pnl.

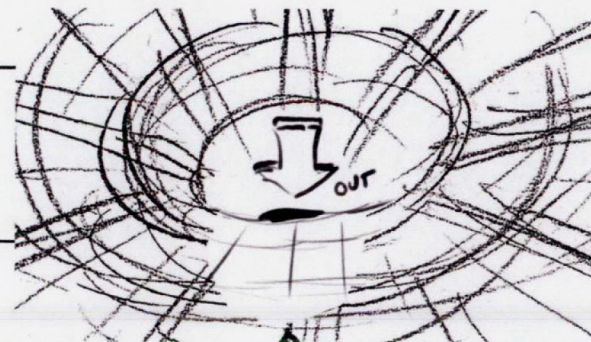
Bg.

day night



- LAND APPROACHES RIM OF TUNNEL.

SEP 24 2015



(C)  
2

EPISODE # 1034-235

Production:

1034/235

1034/235



1034/235

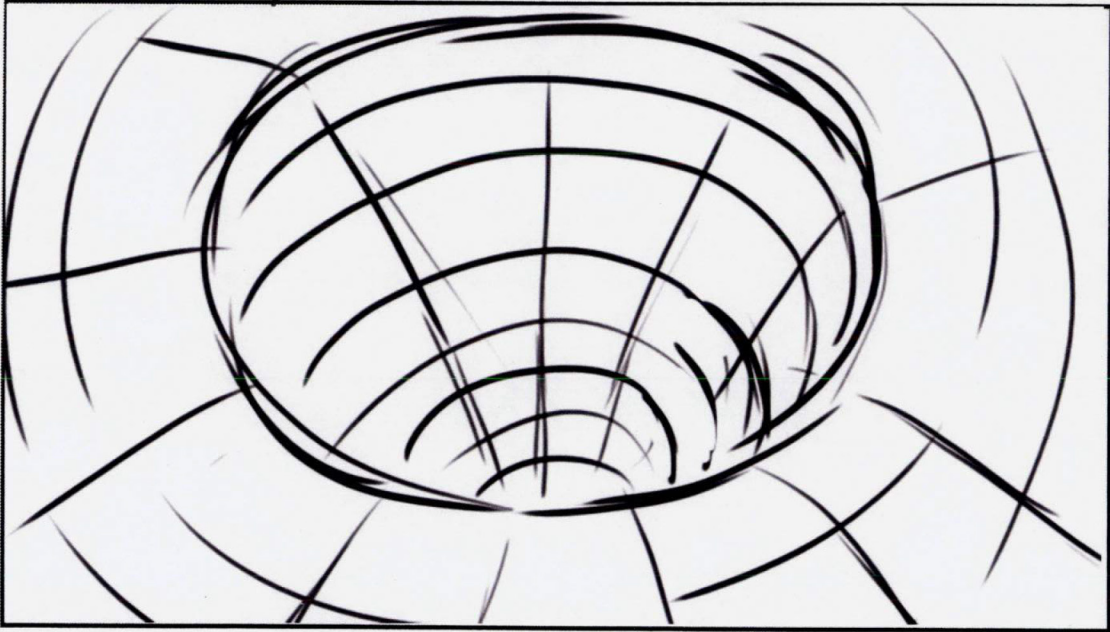
ADVENTURE TIME



Sc. *23 CONT* Pnl. D

Bg.

day night

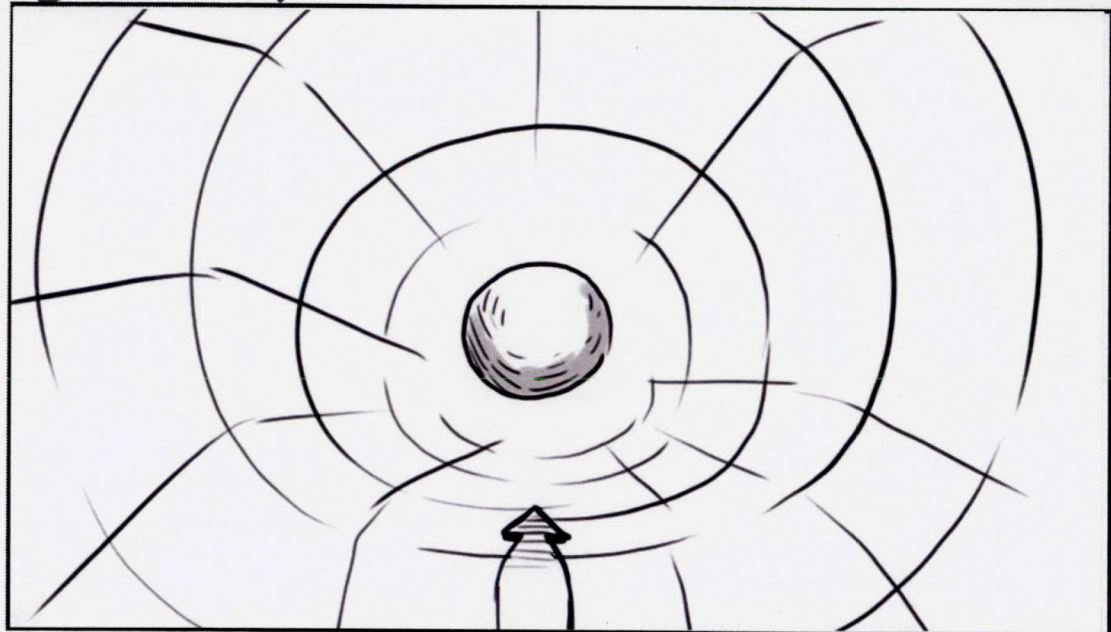


Sc. *23 CONT* Pnl. E

Bg.

Page *36*  
day night

*36A NEXT*



Dialog:

Action:

Timing:

- S.L DIVES INTO TUNNEL

- BG ANIMATES

SEP 24 2015

EPISODE # 1034-235

EPISODE #

Production:

1034/235

1034/235



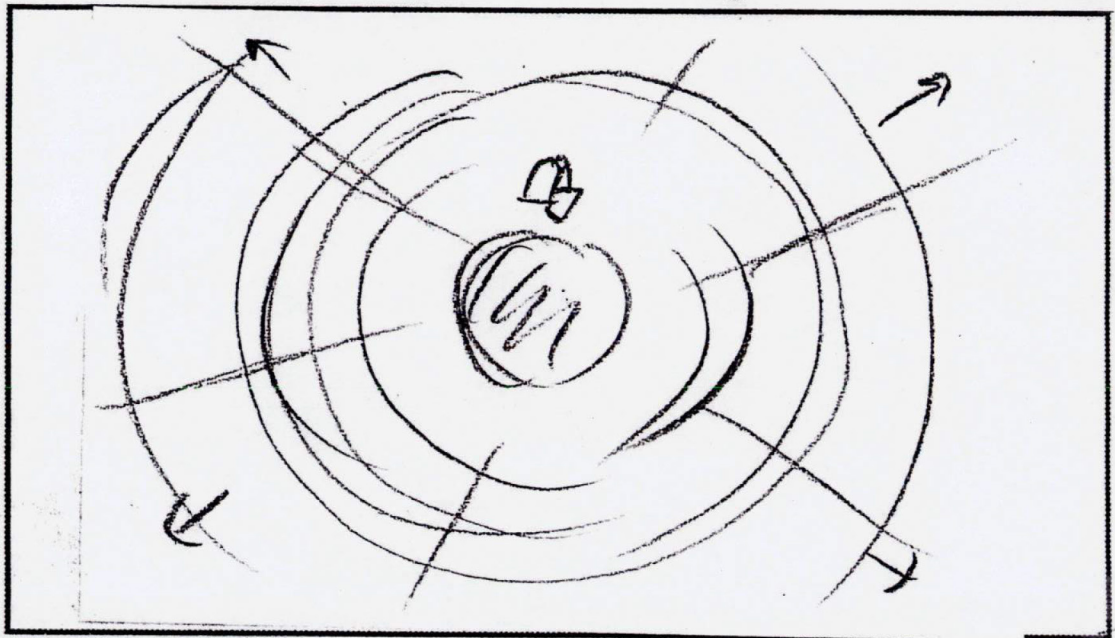
# ADVENTURE TIME



Sc. 23 *CONT* Pnl. F

Bg.

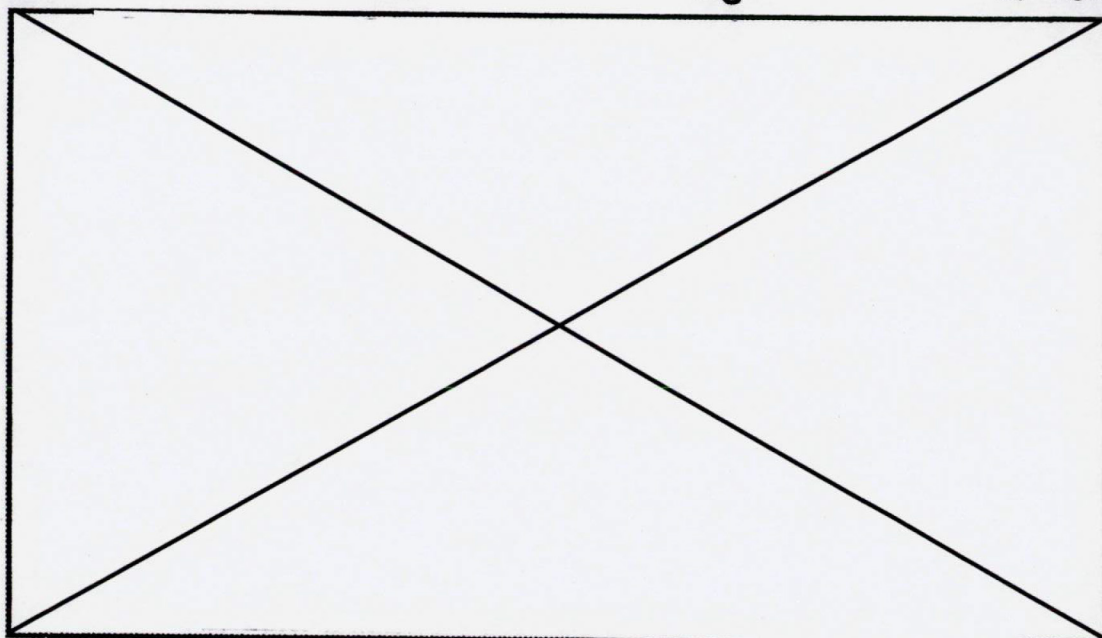
day night



Sc.

Pnl.

Bg.



Page *36A*  
*BT NEXT*  
day night

Dialog:	
Action:	<i>- S.L DIVES INTO TUNNEL</i> <i>- BG ANIMATES</i>
Timing:	

SEP 24 2015

EPISODE # 1034-235  
Production:

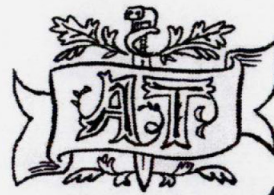
1034/235

1034/235

1034/235



# ADVENTURE TIME

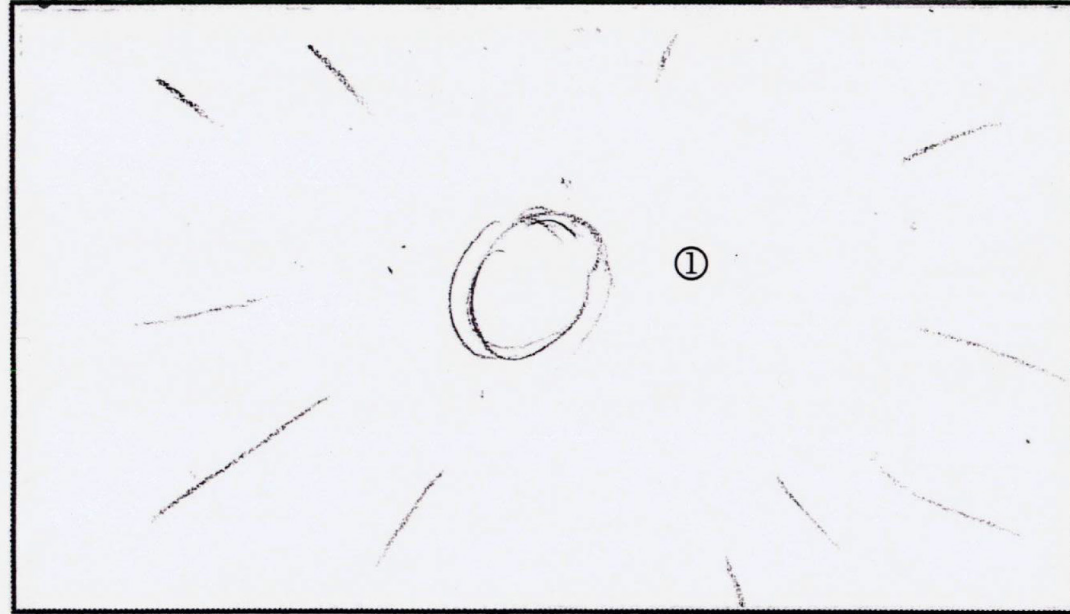


Page **37**  
day night

Sc **23 CONT** Pnl. **G**

Bg.

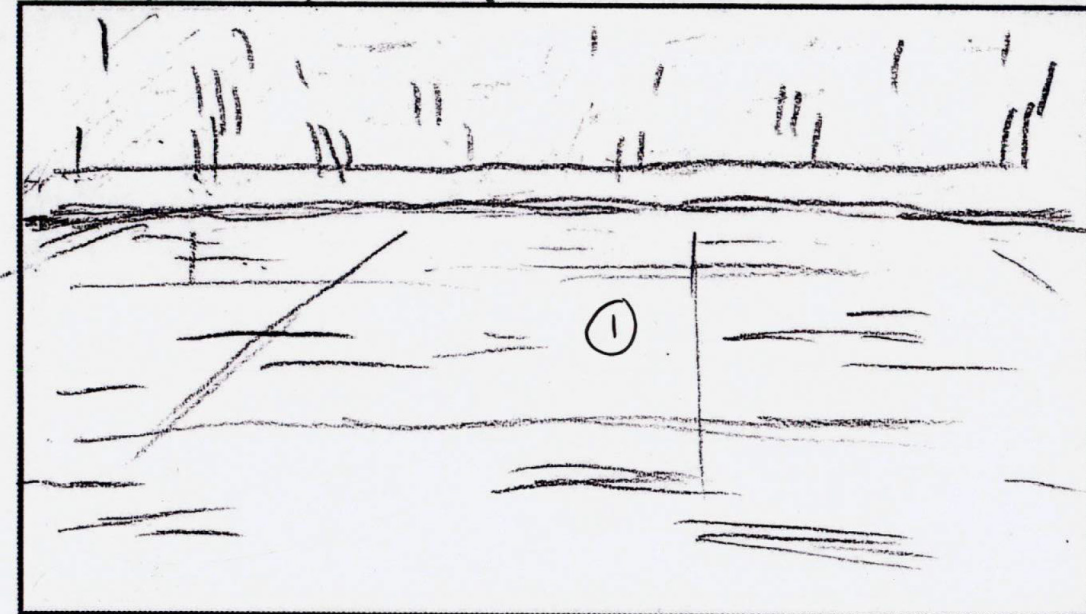
day night



Sc **24** Pnl. **A**

Bg.

day night



EPISODE # **1034-235**

1034/235

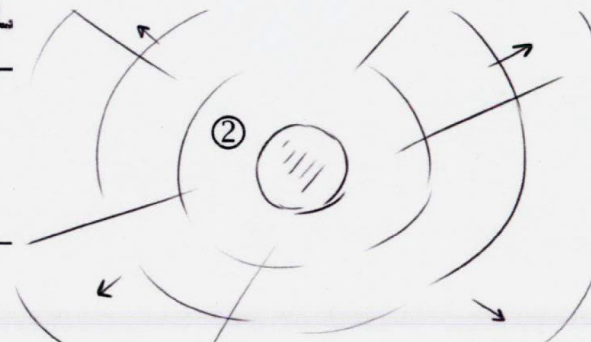
Dialog:

(WN1): SMASHN, SMASHIN →  
(WN2): SMASH THE FROG  
(WN3) (WN2/3 HARMONIZE W/WN1)

Action:

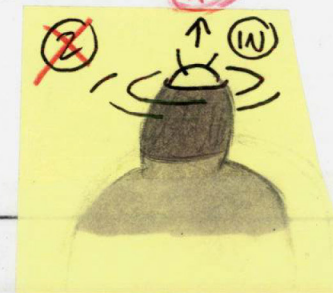
- LIGHT TACCS  
OVR

Timing:



(WN1): SMASHN →  
(WN2): SMASH THE  
(WN3)

- LARD EMERGES  
FROM POOL.



SEP 24 2015



1034/235

1034/235



©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

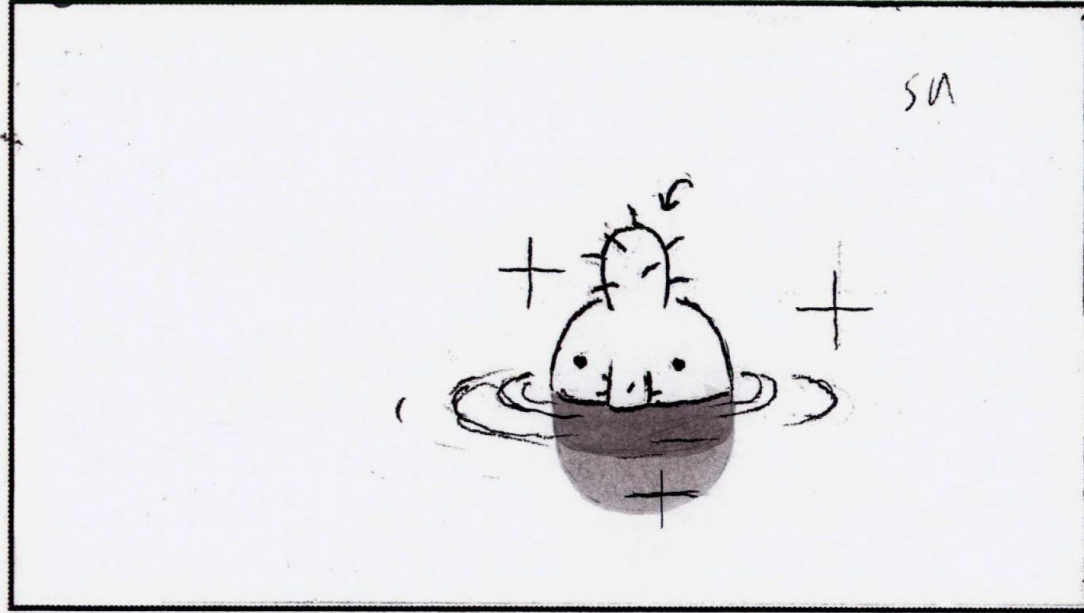
# ADVENTURE TIME



Sc. **24 CONT** Pnl. **B**

Bg.

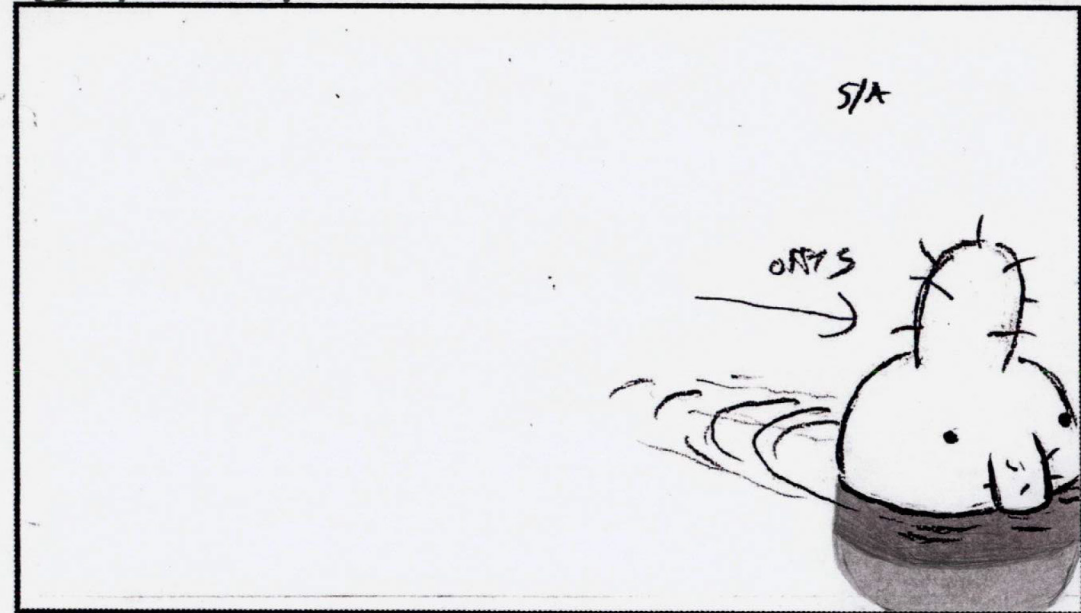
day night



Sc. **24 CONT** Pnl. **C**

Bg.

day night



Dialog:

(WN1): FROGS ♪ →

(WN2): FROGS ♪  
(WN3)

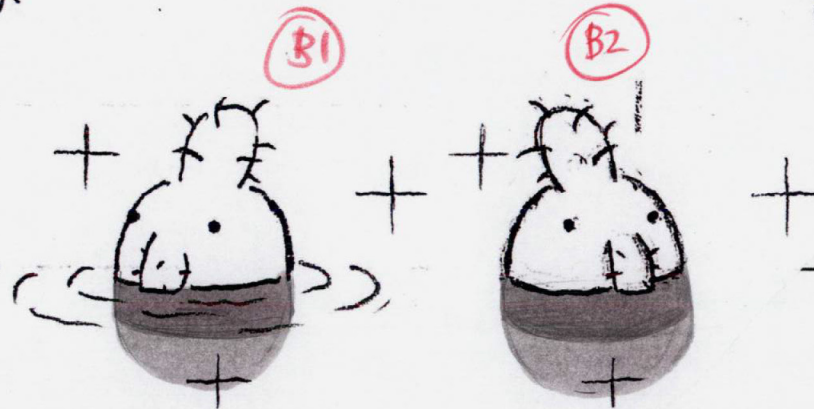
(WN1): MAKIN ♪ →

(WN2): SMASH THE ♪  
(WN3)

Action:

- LARD  
LOOKS BACK  
AND FORTH

Timing:



- LARD SWIMS OFF/S

SEP 24 2015

EPISODE #

1034-235

1034/235

Production:

1034/235



# ADVENTURE TIME

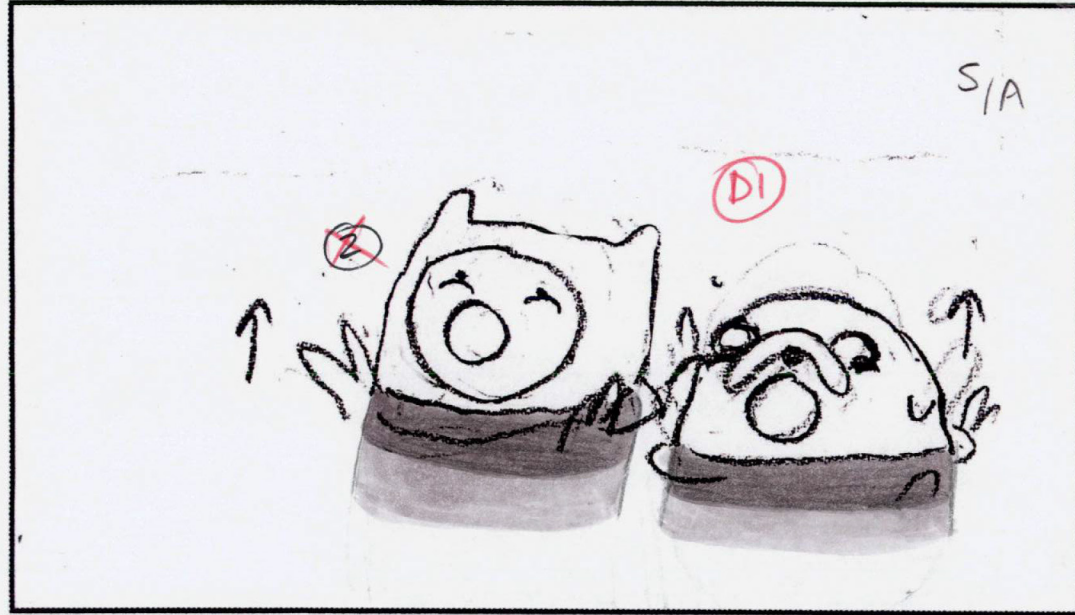


Page **39**

Sc **24 CONT** Pnl. **D**

Bg.

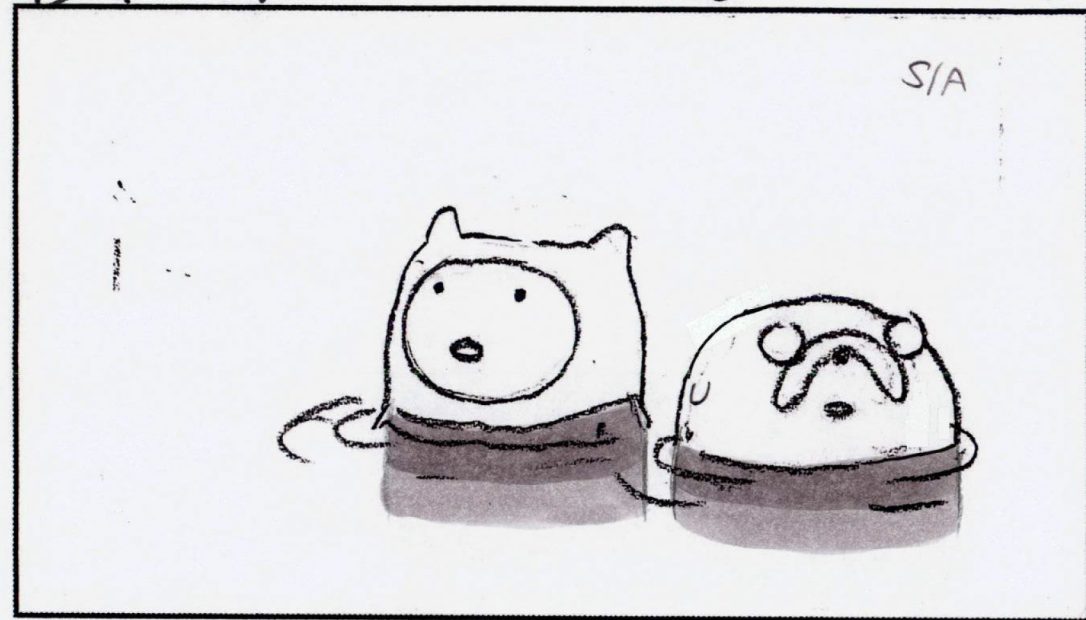
day night



Sc **24 CONT** Pnl. **E**

Bg.

day night



Dialog:

(F, J): [INNALE]  
(WNI): BULL FROG ♪ →  
FROG ♪

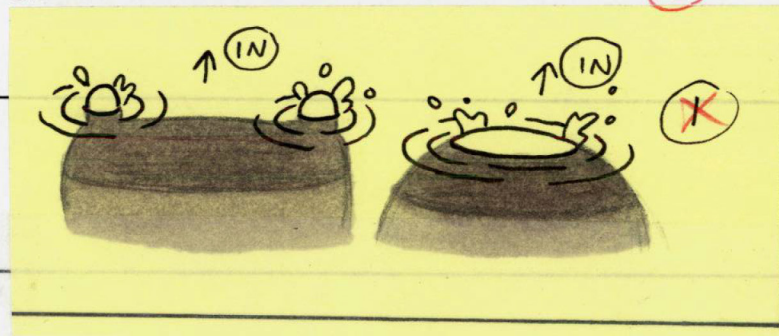
(WNI): HO OT DOGS ♪  
SMASH THE FROG ♪

Action:

- FINN AND JAKE EMERGE FROM POOL

(D)

Timing:



SEP 24 2015

Production:

EPISODE #

1034-235

1034/235

1034/235

1034/235



# ADVENTURE TIME



Page 40

Sc. Pnl. Bg. day night



Dialog:

(WNI): HO-OT DOGS  
FRO-OG DOGS  
SMASH THE FROG  
SMASH THE FROG

Action:

-PAN UP WATERFALL-FILLED  
GROTTO.

Timing:

Sc. 25

Pnl. A

Bg. day night



SEP 24 2015

(START)

(A)

(PAN)

EPISODE # 1034-235

1034/235

Production:

1034/235

1034/235



# ADVENTURE TIME



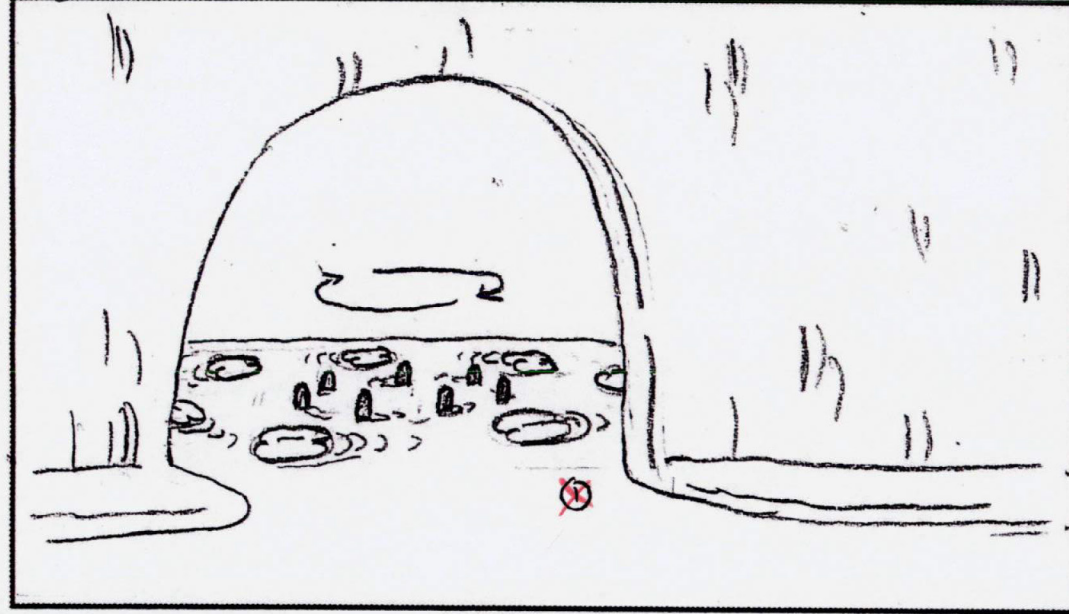
Page 41  
day night

Sc 26

Pnl. A

Bg.

day night



Sc 26 CONT

Pnl. B

Bg.

day night



Dialog:

(WN1): - - -

(WN2): SMASH THE FROG ♪ →  
(WN3)

Action:

- HOTDOGS AND BUNS  
DRIFTING IN CIRCLES  
IN THE WATER  
① → ②

Timing:



WATER NYMPH  
#1

FINN

AND JAKE!

(WN2): SMASH THE FROG ♪  
(WN3)

- HOTDOGS / BUNS (SLOWLY)  
STOP CIRCLING

SEP 24 2015



1034-235

EPISODE #

1034/235

Production:

1034/235



1034/235

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 42  
day night

Sc. 26 CONT Pnl. C

Bg.

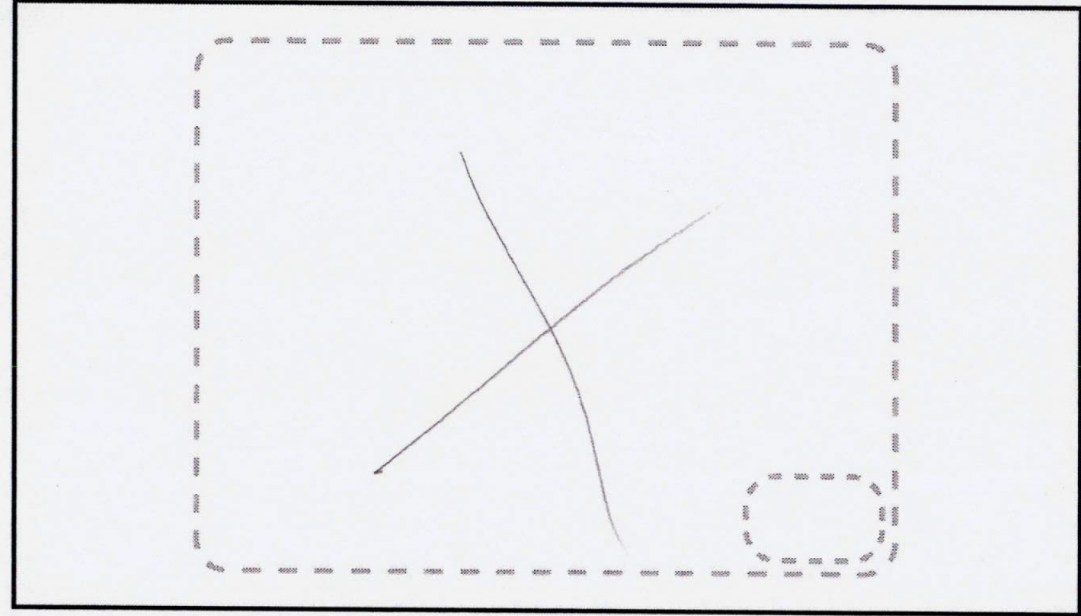
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(WN): **YO!**  
FINN AND  
JAKE ARE HERE.  
(Yell)

(WN2)  
(WN3): SMASH  
THE  
FROG ♪

Action:

SEP 24 2015

Timing:

1034-235

EPISODE #

1034/235

Production:

1034/235



# ADVENTURE TIME



Page 43  
day night

Sc. 26 CONT Pnl. D

Bg.

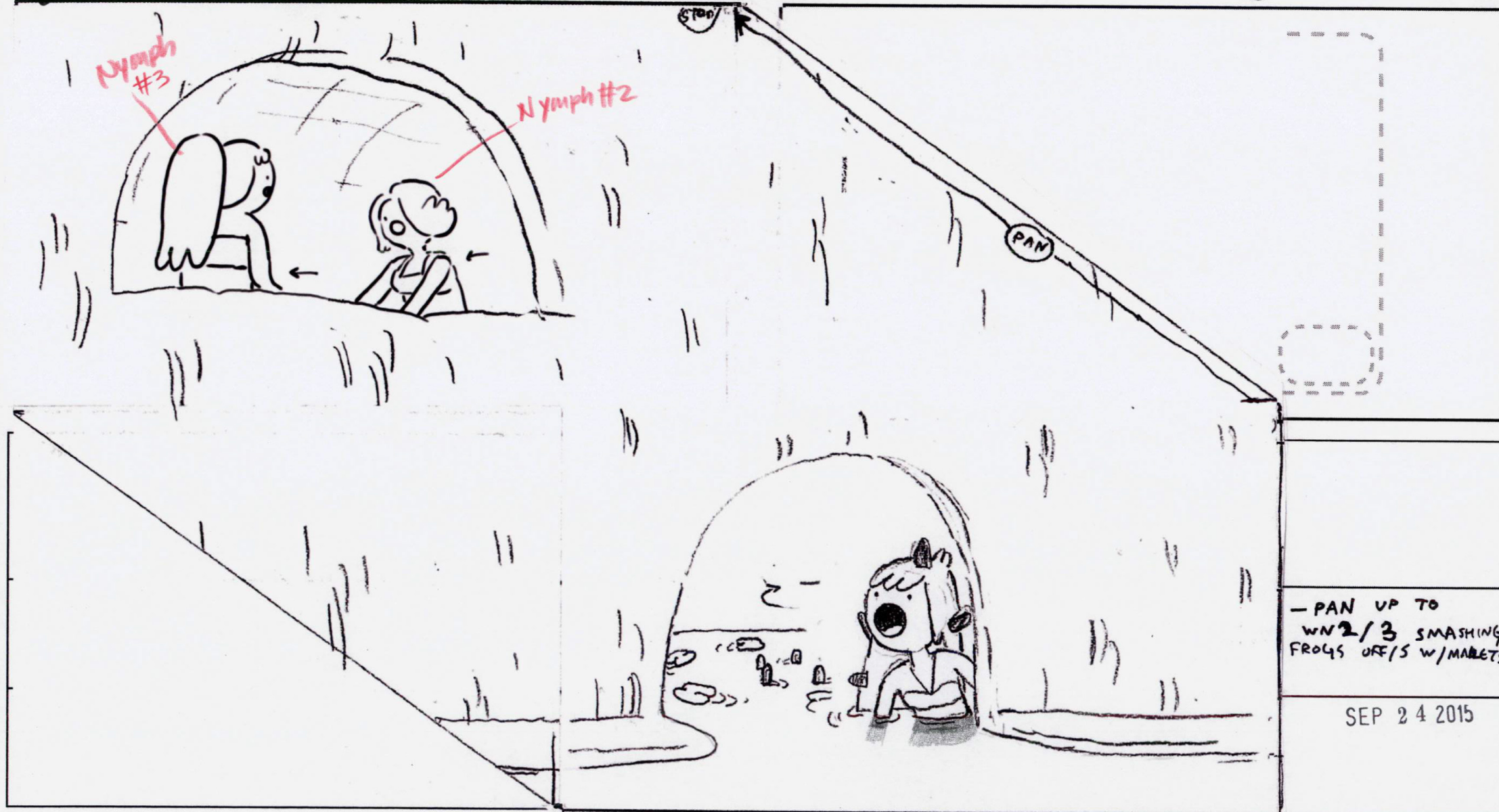
day night

Sc.

Pnl.

Bg.

day night



1034-235

EPISODE #

Production:

1034/235

1034/235



# ADVENTURE TIME



Sc 26 CONT Pnl. E

Bg.

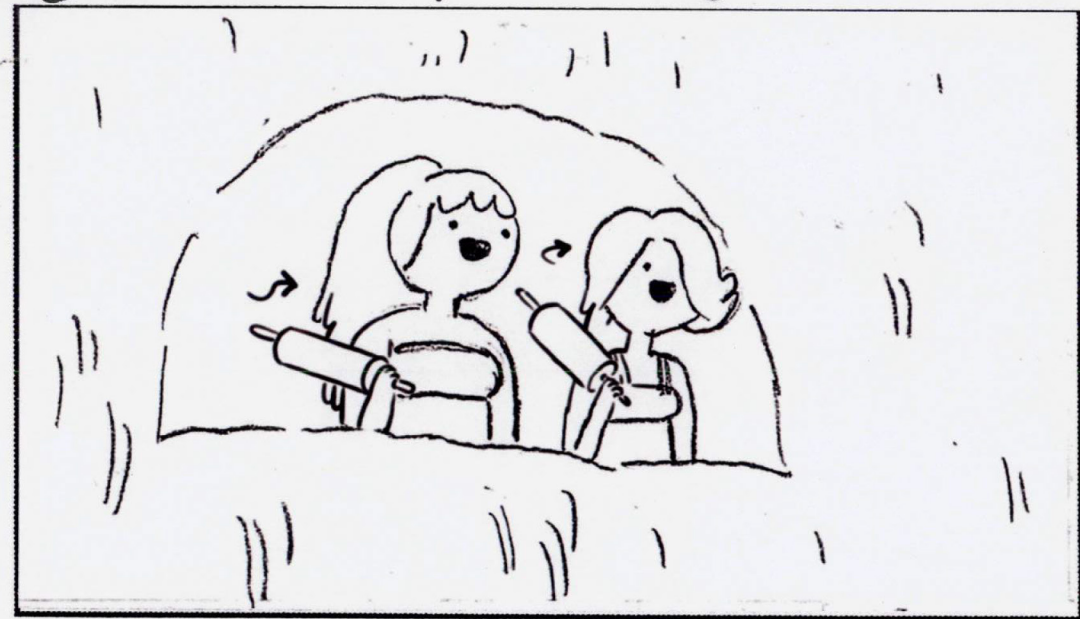
day night



Sc 26 CONT Pnl. F

Bg.

day night



Dialog:

WN2: SMASH THE FROG  
WN3:

Action:



Timing:



WN2 WN3: HI!

SFX: SPLISH  
SPLASH

— WN2 + WN3 STOP SPLASHING,  
SWIM UP TO WINDOW  
— THEY DUCK OUT OF  
FRAME / UNDERWATER

(FI)

SEP. 24 2015



1034-235

EPISODE #

1034/235

1034/235



# ADVENTURE TIME

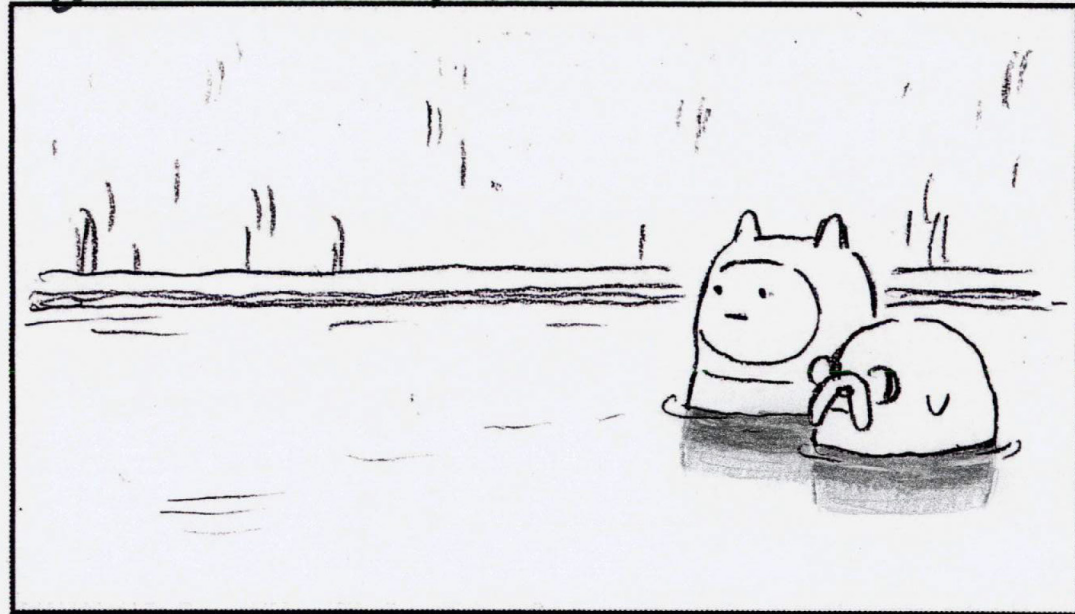


Sc. 27

Pnl. A

Bg.

day night

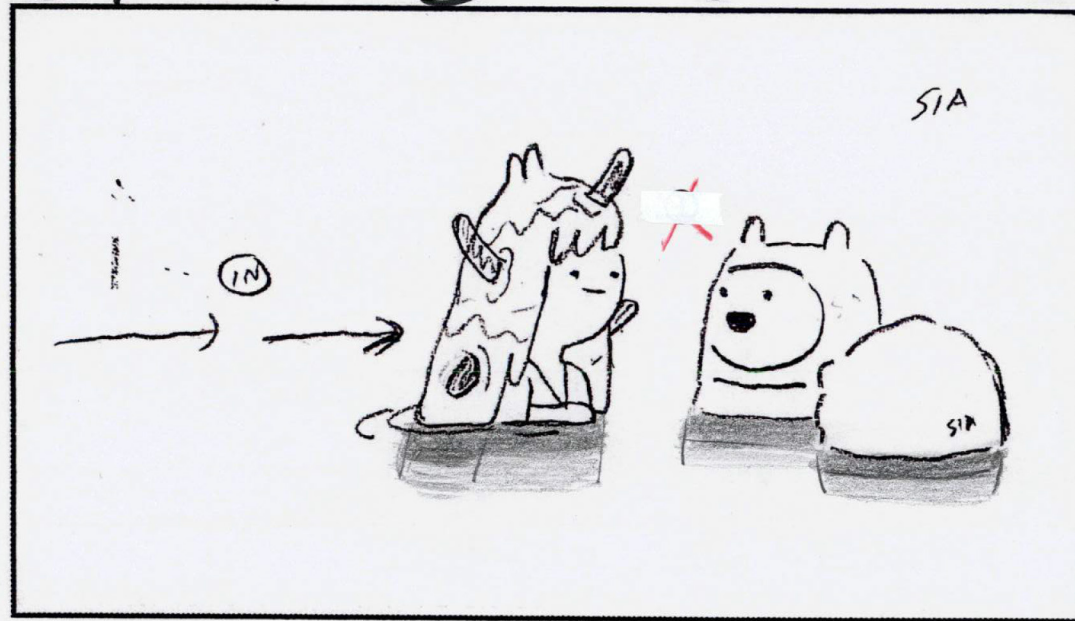


Sc. 27 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

- WNH! SWIMS ON/S.

Timing:



Ⓔ : SO THIS IS WHERE YOU  
GUYS LIVE?



SEP 24 2015

Production:

EPISODE #

1034-235

1034/235



# ADVENTURE TIME



Sc. **27 CONT** Pnl. **C**

Bg.

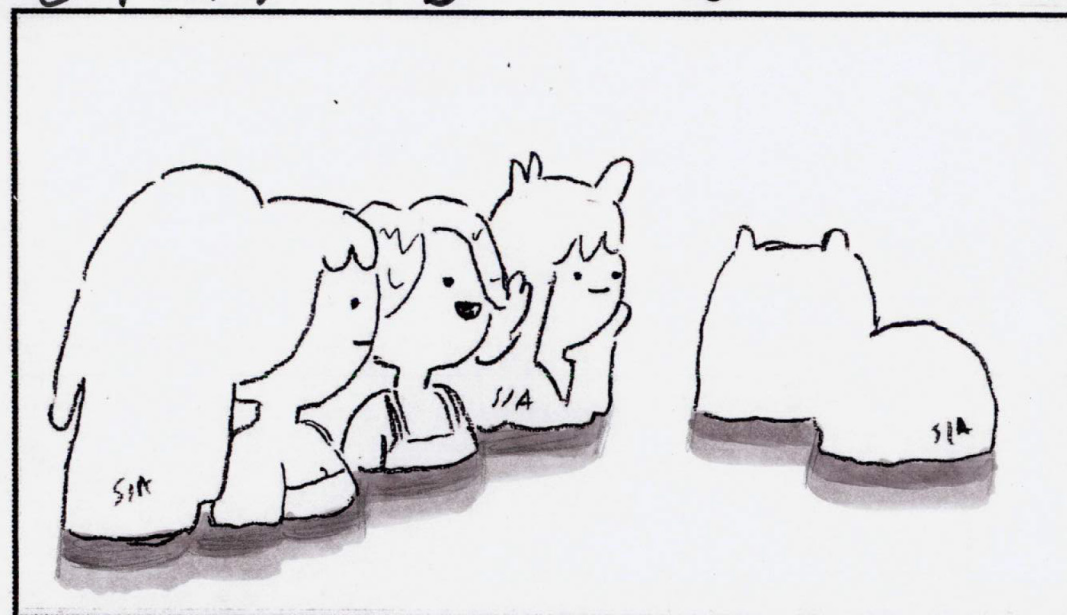
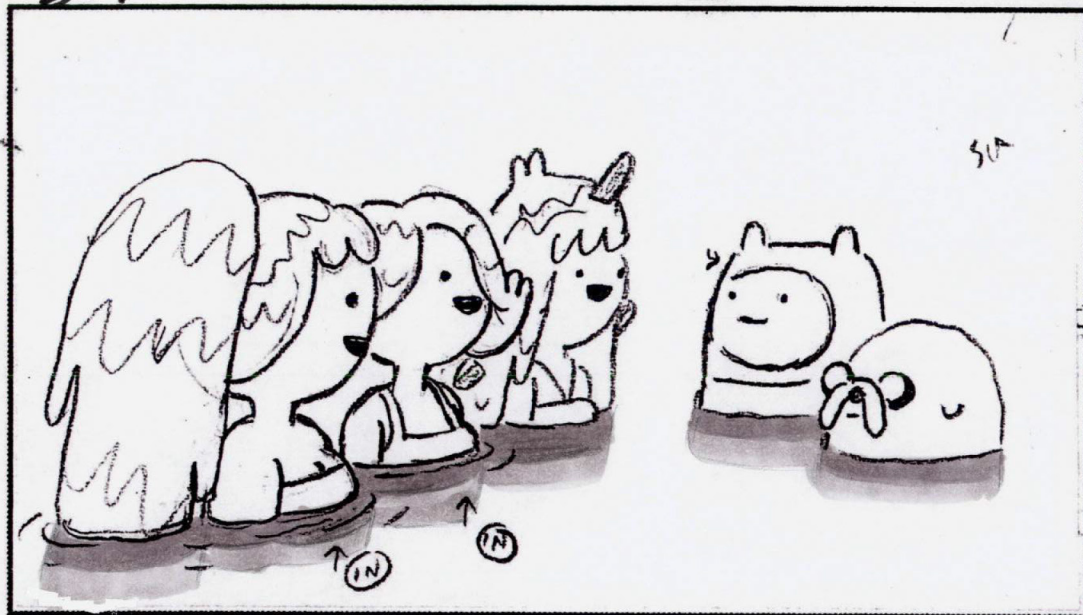
day night

Sc. **27 CONT** Pnl. **D**

Bg.

day night

Page **46**



Dialog:

WN1: YEAH!  
WN2:  
WN3:

WN2: WE'RE THE GUARDIANS OF THIS GROTO.  
WN3: IT'S A NEXUS BETWEEN FANTASICAL WORLDS.

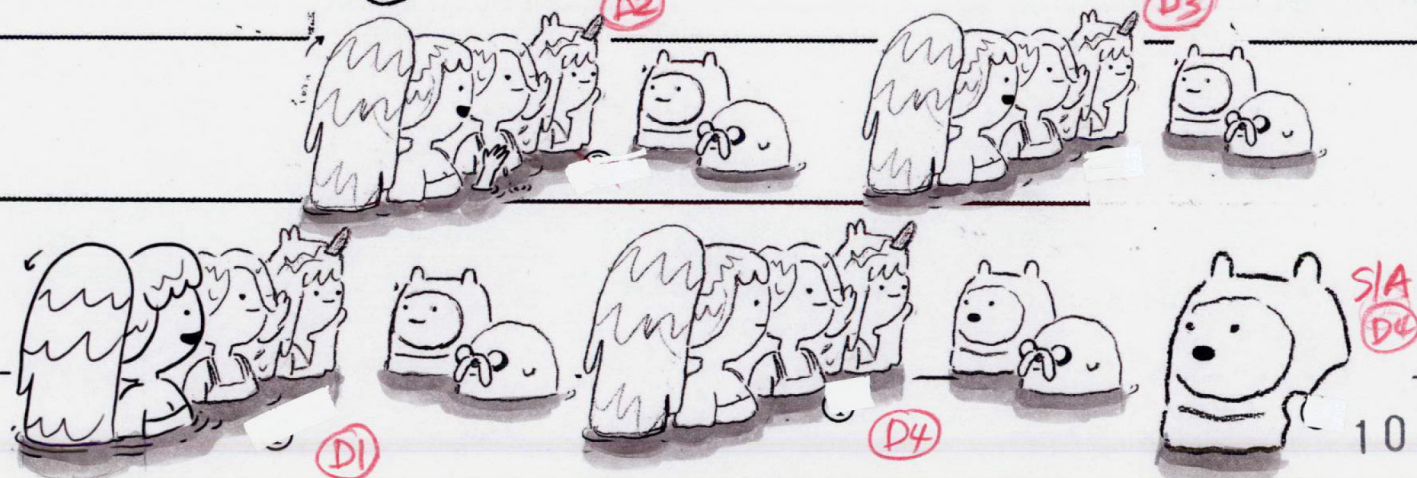
F: OH.

SEP 24 2015

Action:

— WN2 & WN3 SURFACE  
— F TURNS HEAD SLIGHTLY  
— J SHIFTS HIS EYES

Timing:



1034-235

EPISODE #

1034/235

Production:

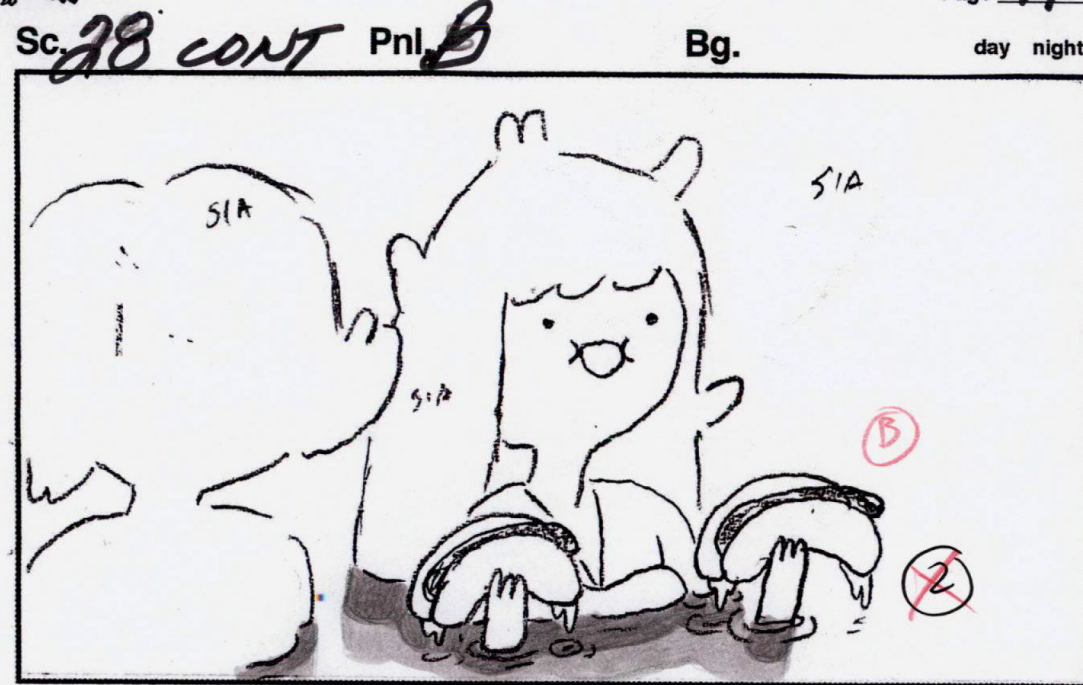
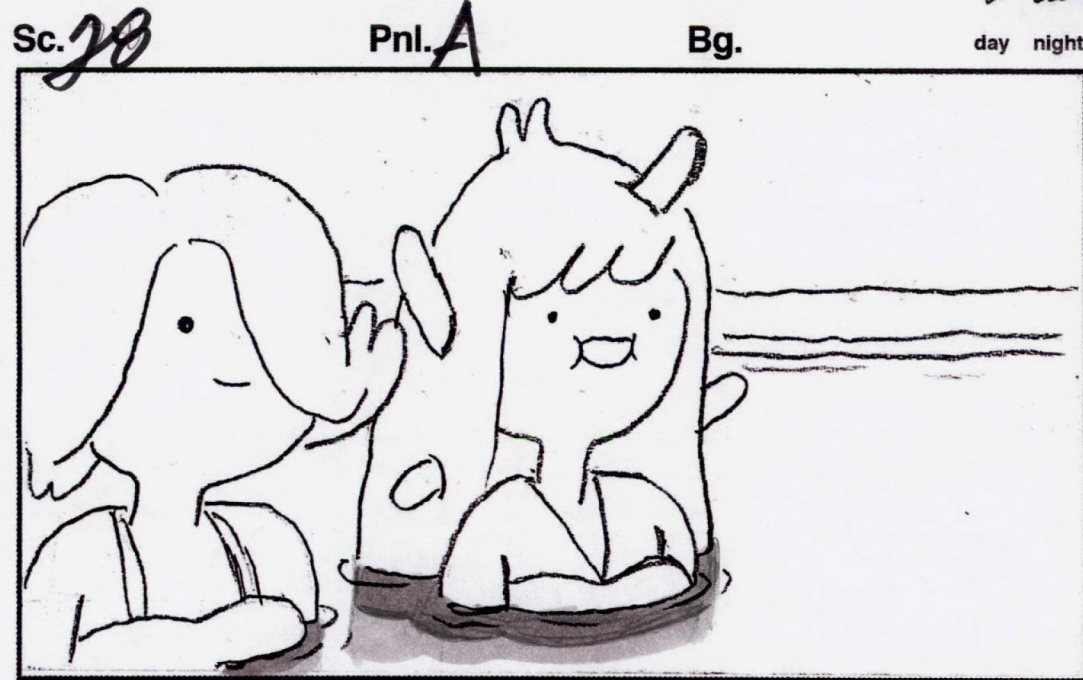
1034/235



# ADVENTURE TIME



Page 47



Dialog:

(WN 3):  
YOU GUYS WANNA  
STAY FOR LUNCH →

(WN 1)

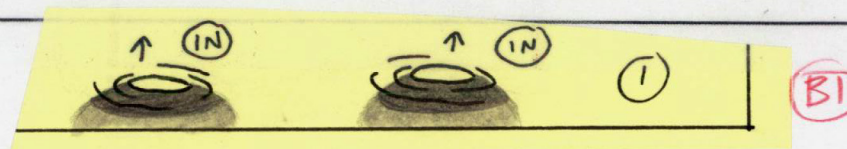
WE'RE MAKIN  
HOT DOGS!

Action:

— GREEN HOT DOGS

SEP 24 2015

Timing:



1034-235

EPISODE #

1034/235

Production:



# ADVENTURE TIME



Sc. 29

Pnl. A

Bg.

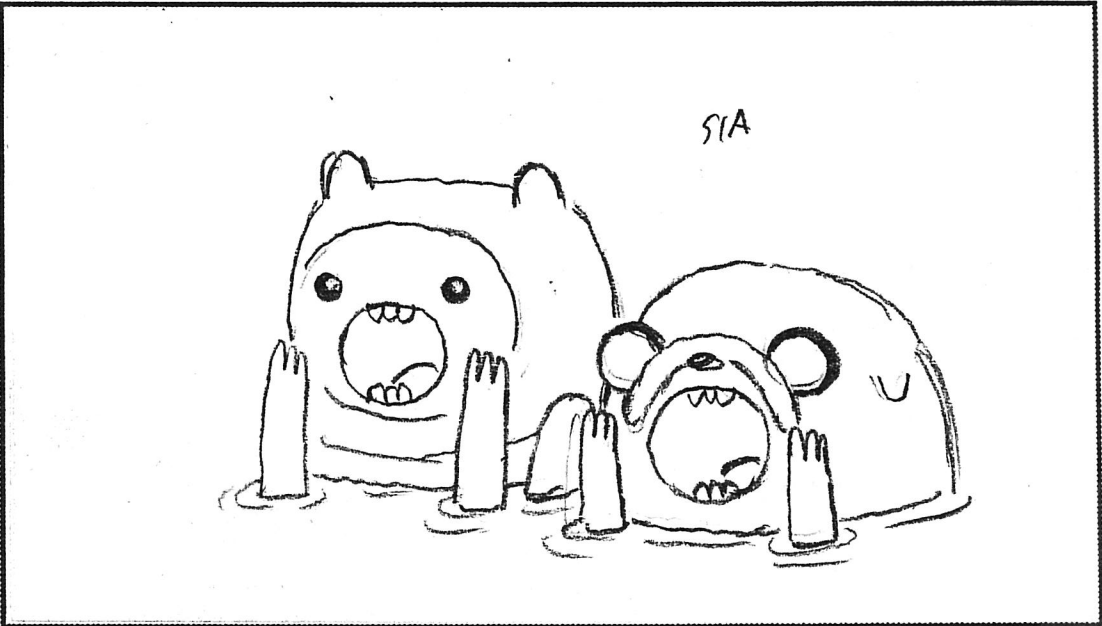
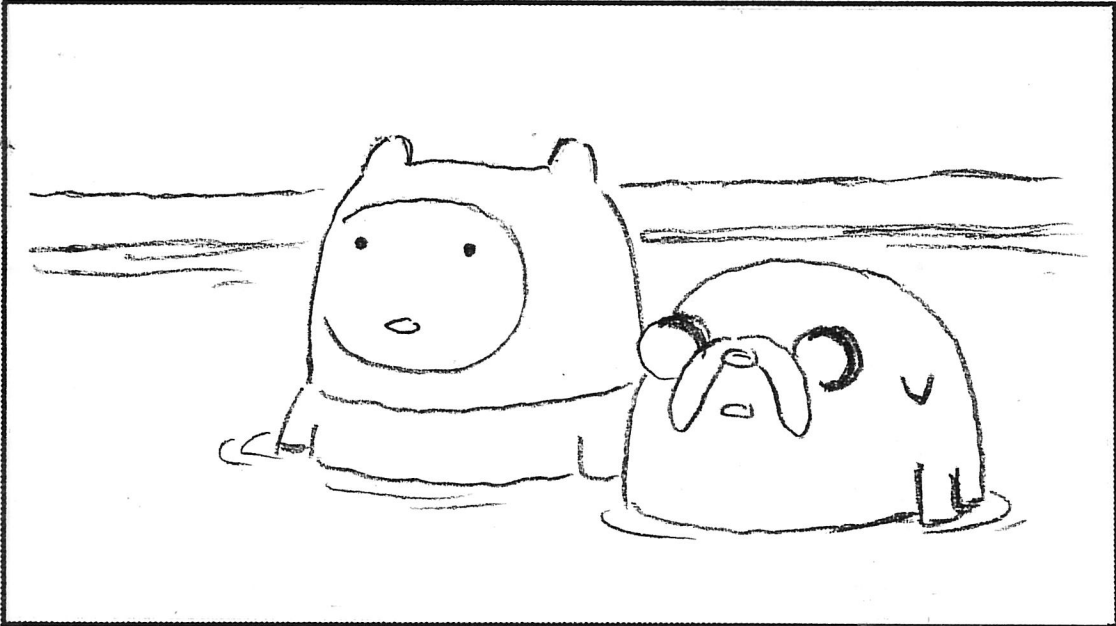
day night

Sc. 29

Pnl. B

Bg.

day night



Dialog:	
S.P.	Ⓢ/Ⓢ: HOT DAWNGS!
Action:	
Timing:	

1034-235

EPISODE #

Production:

ADVENTURE TIME

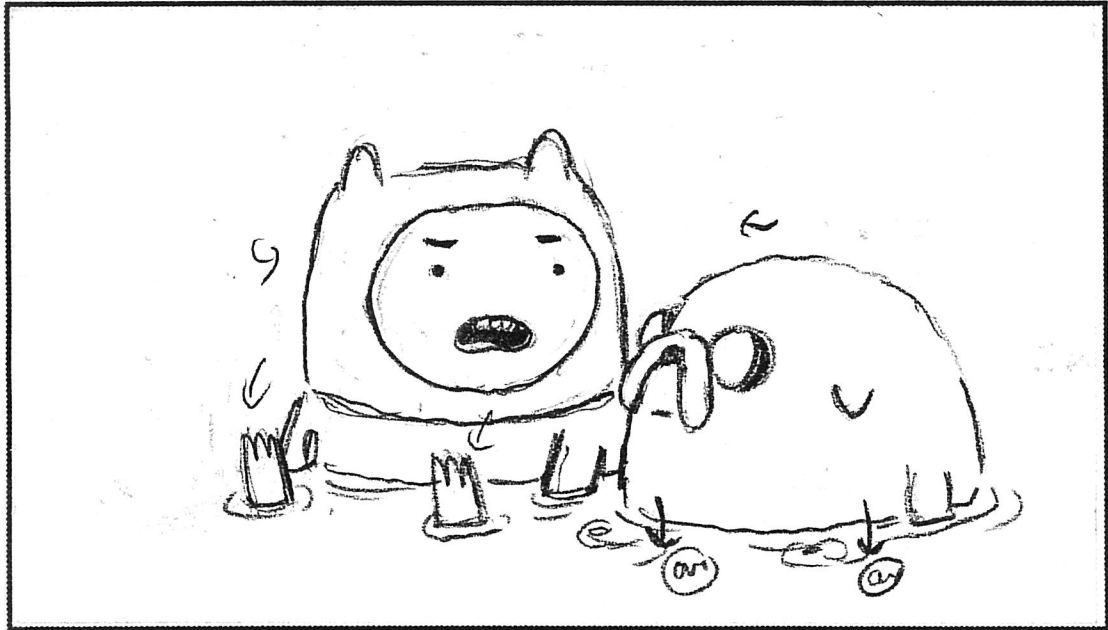


Sc. 29

Pnl. C

Bg.

day night

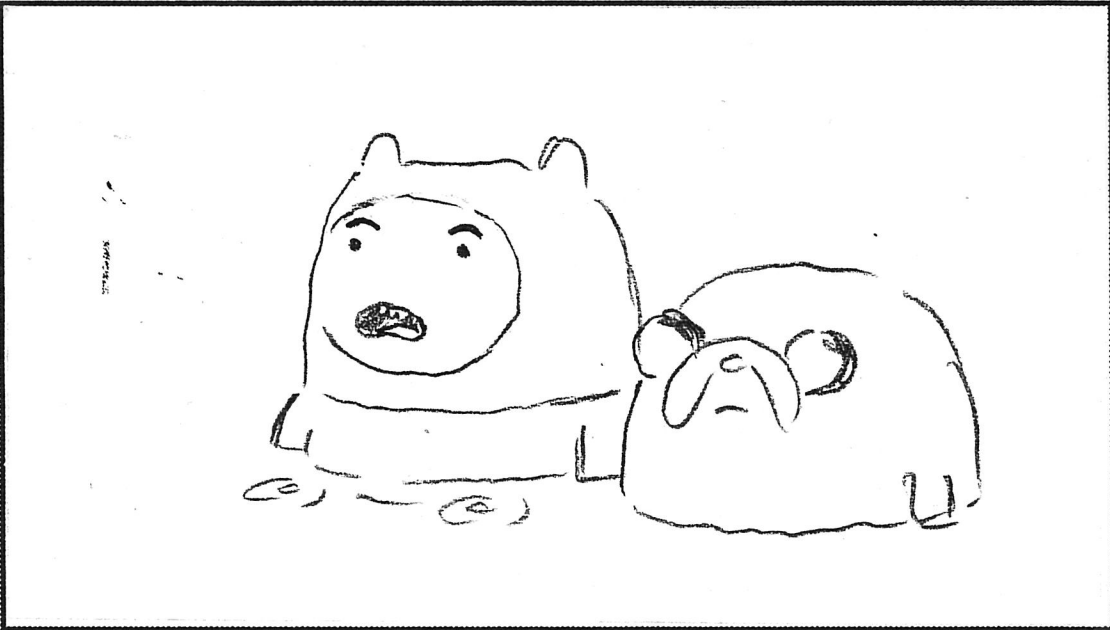


Sc. 29

Pnl. D

Bg.

day night



Dialog:

Ⓕ: OH WAIT.—  
THE SEA LARD!

Action:

Ⓕ: WE DROPPED OUR  
SEA LARD IN THE  
POND AND WE GOTTA  
SAVE IT 'FORE IT DIES  
FROM THE FRESHWATER.

Timing:

1034-235

EPISODE #

Production:

ADVENTURE TIME



Sc. 30

Pnl. A

Bg.

day night

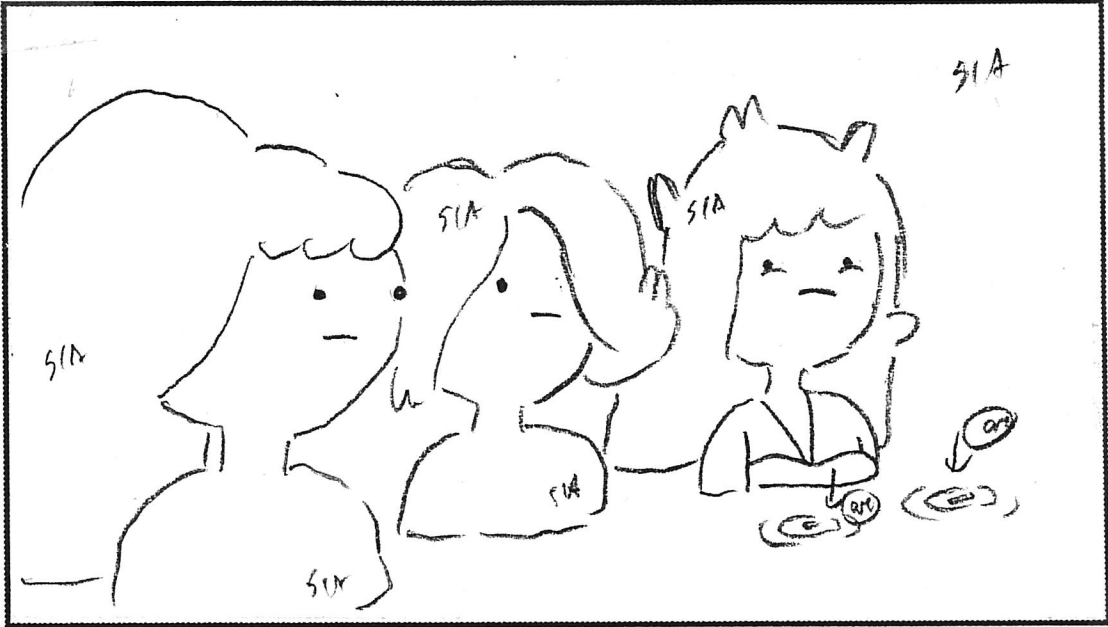


Sc. 30

Pnl. B

Bg.

day night



Dialog:

(WNI) : mmm...

Action:

- NYMPHS GLANCE AT EACH OTHER

Timing:

1034-235

EPISODE #

Production:



# ADVENTURE TIME

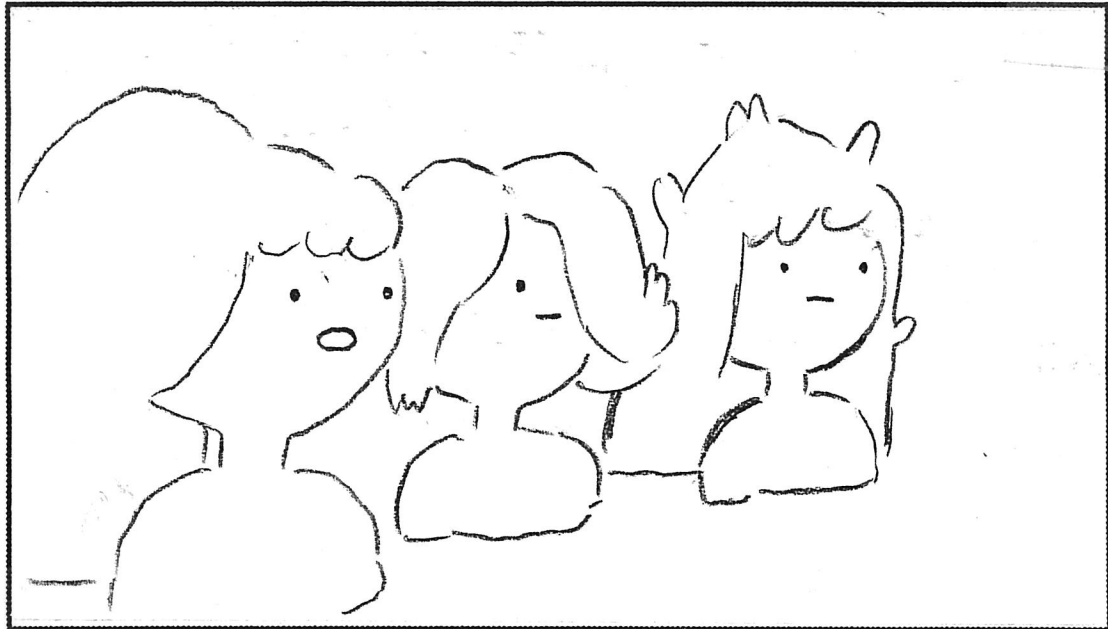


Sc. 30

Pnl. C

Bg.

day night

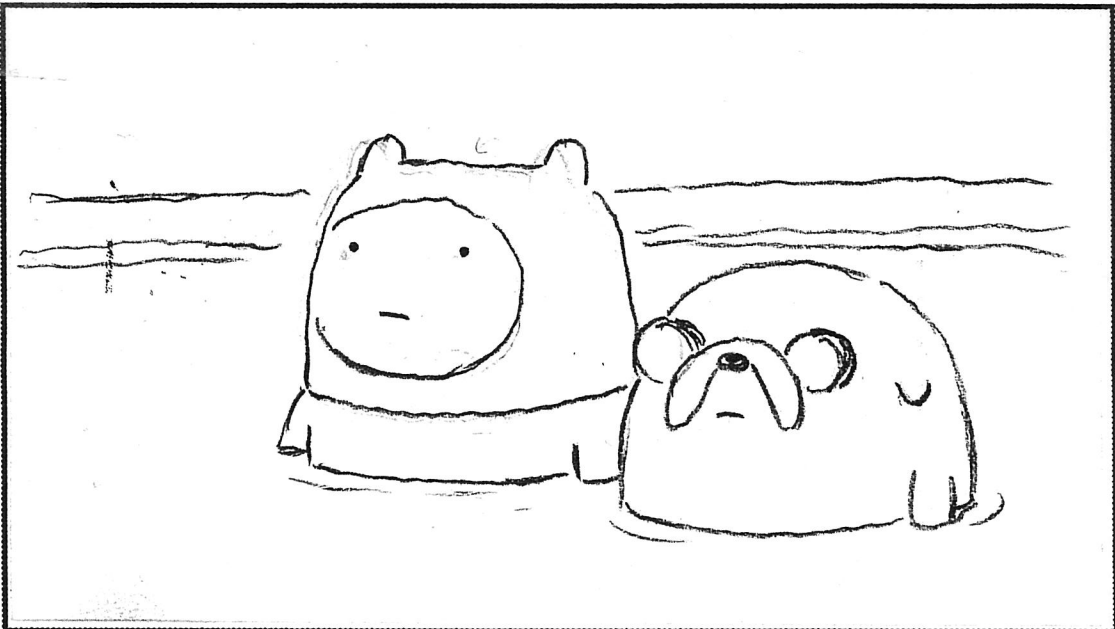


Sc. 31

Pnl. A

Bg.

day night



Dialog:

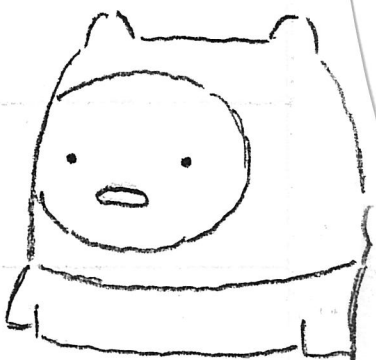
WN3 :  
YOU DO KNOW  
SEA LAROS ARE  
MAMMALS, RIGHT

Ⓣ : UH ----

Action:

- F EYES SHIFT DOWN

Timing:



1034-235

EPISODE #

# ADVENTURE TIME



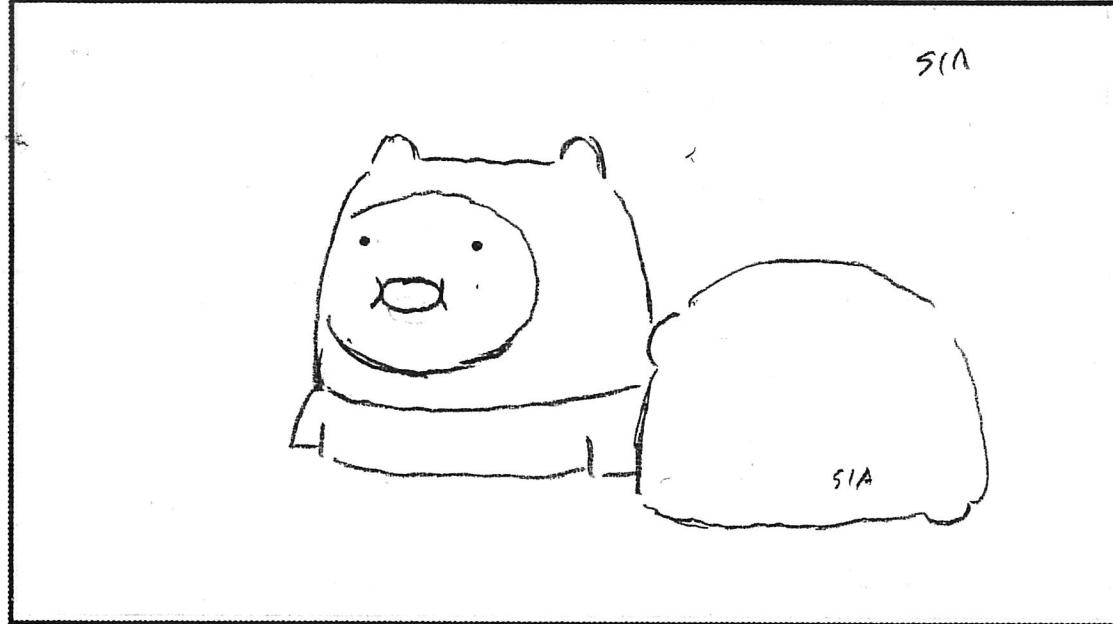
Page 52

Sc. 31

Pnl. B

Bg.

day night

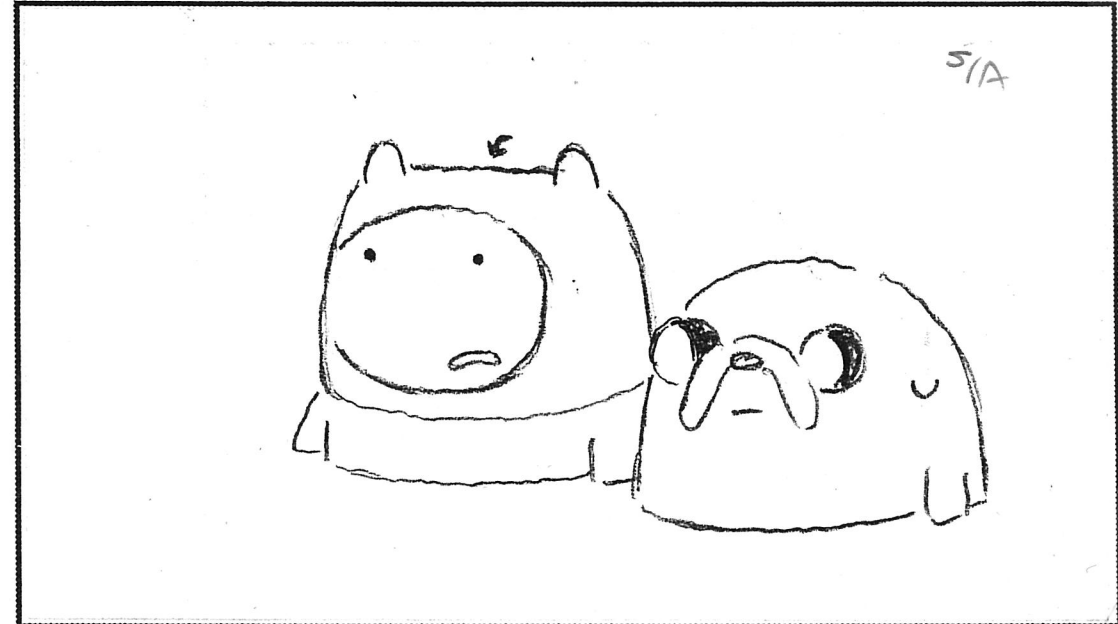


Sc. 31

Pnl. C

Bg.

day night



Dialog:

Ⓕ: I DEFINITELY KNEW THAT.

Ⓕ: (WHISPER)  
I'M GONNA  
MURDER. SHELBY.

Action:

- F EYES SHIFT BACK UP

- F TURNS VERY SLIGHTLY  
TOWARD JAKE

Timing:

1034-235

EPISODE #

Production:



# ADVENTURE TIME



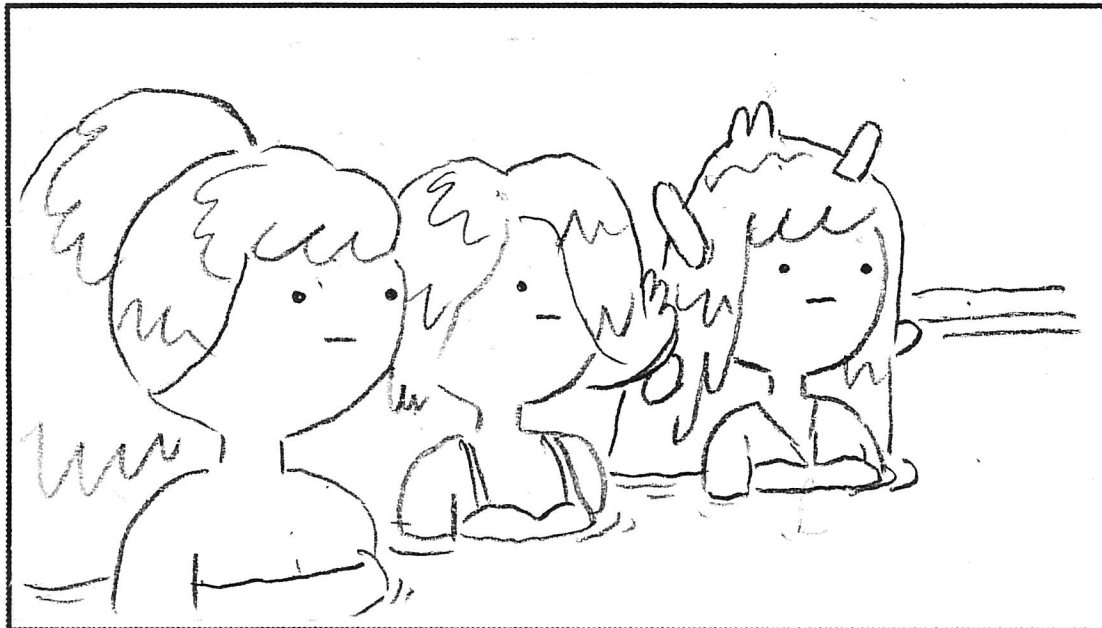
Page 53

Sc. 32

Pnl. A

Bg.

day night



Sc. 32

Pnl. B

Bg.

day night



Dialog: (WNS) : HA  
(SKEPTICAL)

Action:

Timing:



(WNI) : WELL HEY, YOU GUYS SHOULD STICK AROUND,  
I'M GONNA GO FINISH COOKING !

1034-235

EPISODE #

Production:

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 32

Pnl. C

Bg.

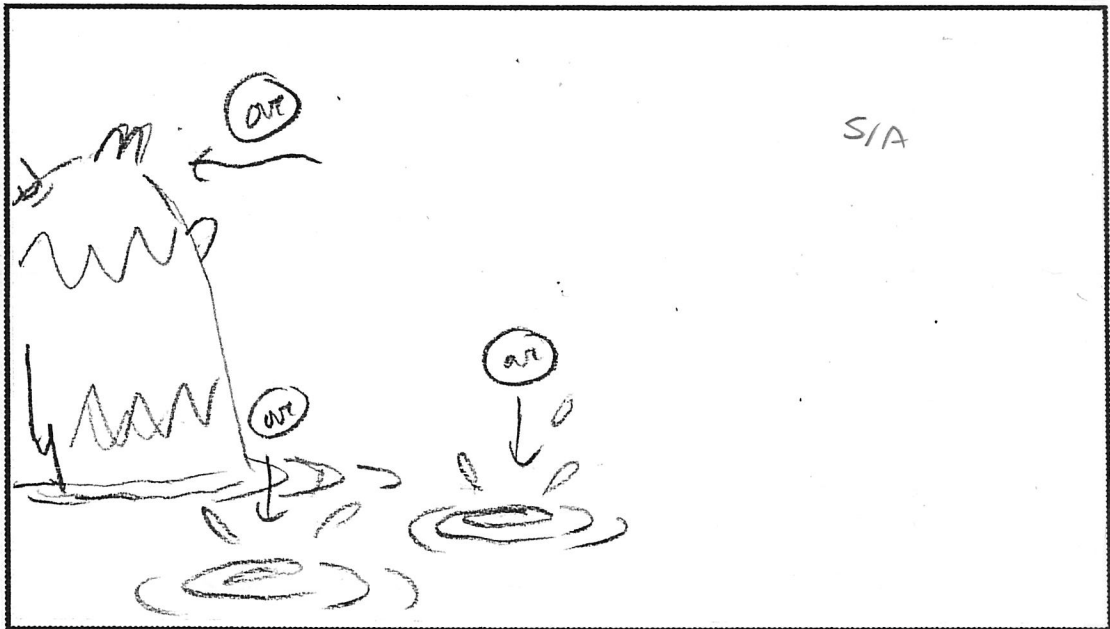
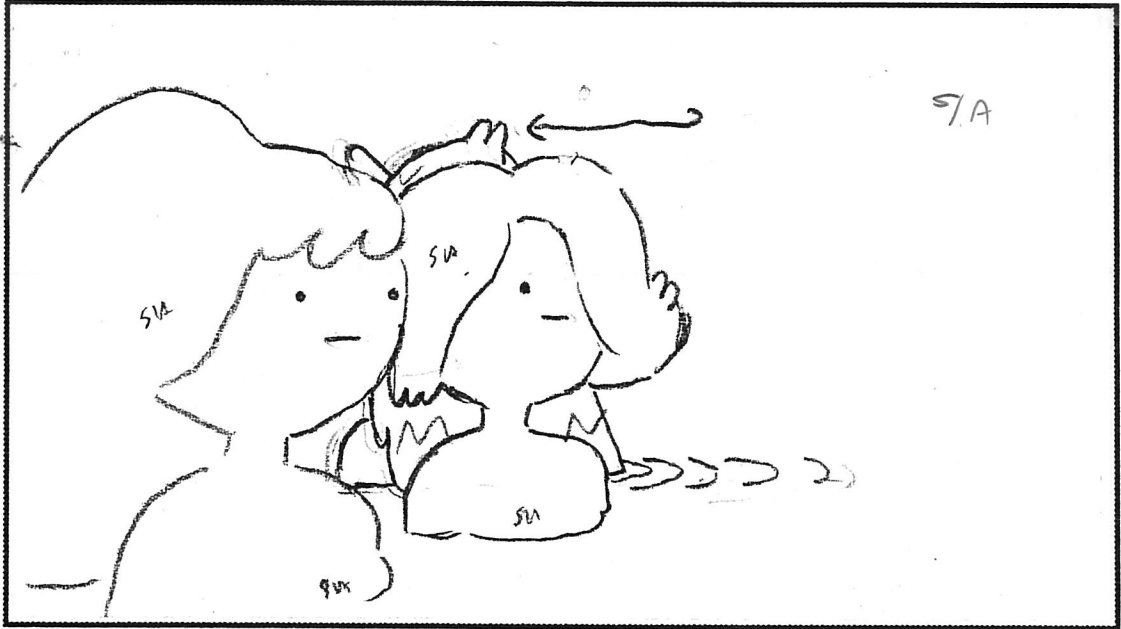
day night

Sc. 32

Pnl. D

Bg.

day night



<p>Dialog:</p> <p><u>WN2</u>: AND WE GOTTA MASH MORE FROGS.</p> <p><u>WN3</u>:</p>	<p>SFX: * SPLASH SPLUSH *</p>
<p>Action:</p> <p>= WN1 TURNS AWAY AND WADES AWAY</p>	<p>- WN2 WADES OFF/IS</p> <p>- WN2/WN3 SUBMERSE</p>
<p>Timing:</p>	

1034-235

EPISODE #

Production:



# ADVENTURE TIME

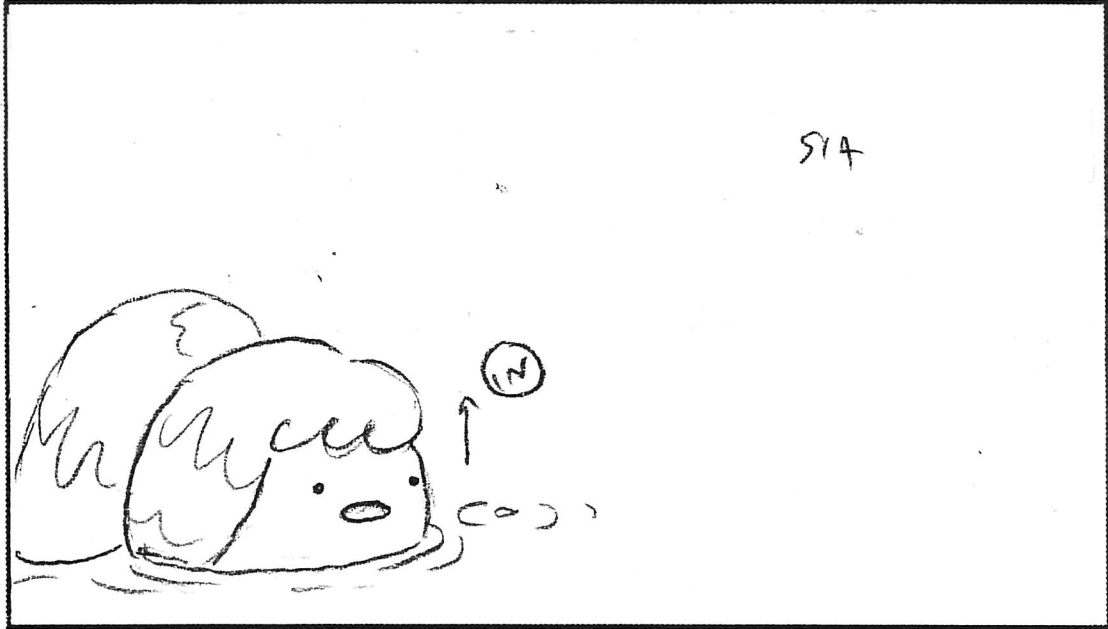


Sc. 32

Pnl. E

Bg.

day night

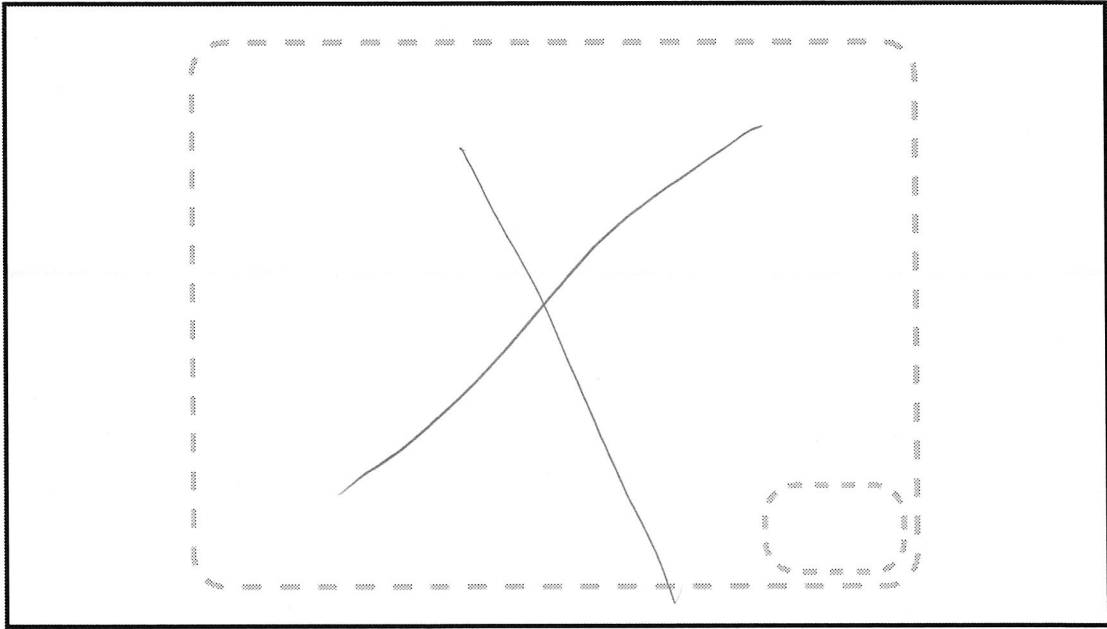


Sc.

Pnl.

Bg.

day night



Dialog:

Action: -WN3 POPS HER HEAD  
BACK UP TO THE SURFACE  
THEN GOES UNDER AGAIN

Timing:



1034-235

EPISODE #

Production:

ADVENTURE TIME

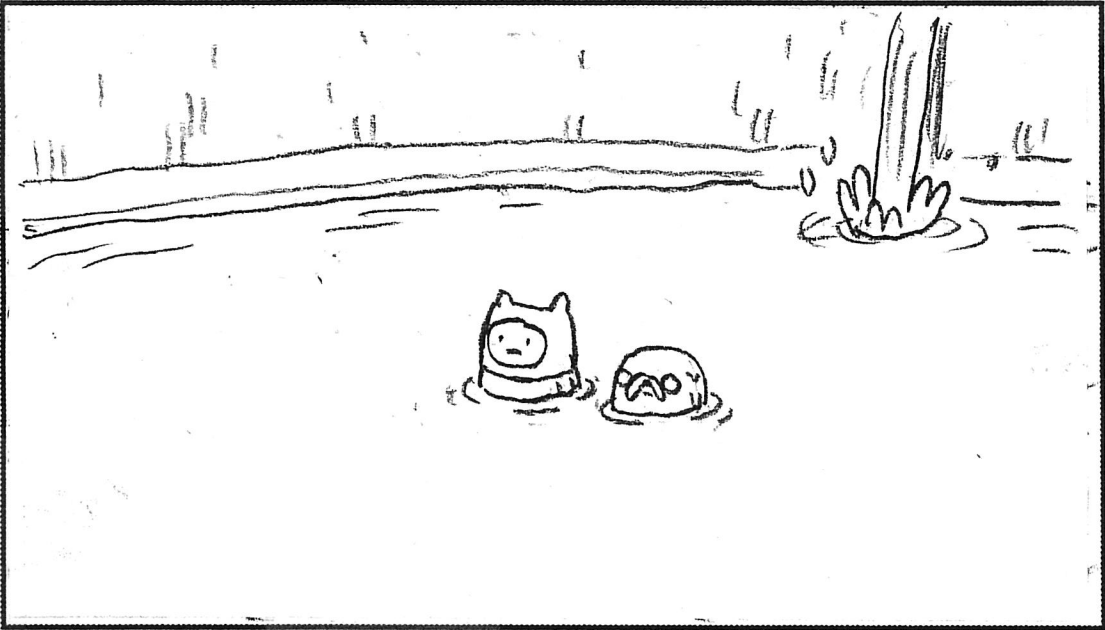


Sc. 33

Pnl. A

Bg.

day night

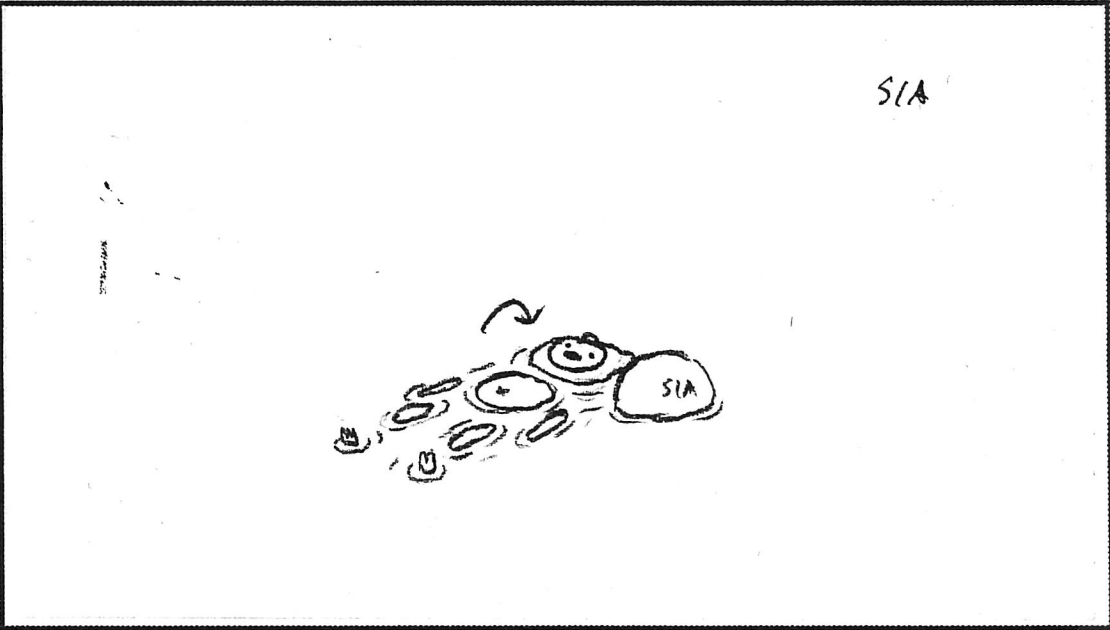


Sc. 33

Pnl. B

Bg.

day night



Dialog:

F: I CANT BELIEVE I JUST  
BELIEVED SHELBY CAUSE  
HE'S A NERD.

Action:

- F FLOATS ON HIS  
BACK

Timing:

1034-235

EPISODE #

Production:



ADVENTURE TIME



Sc. 34 Pnl. A Bg. day night



Dialog:	③: I KNOW, IT'S IN HIS <u>tone</u> --
Action:	- J TURNS HIS HEAD CASUALLY
Timing:	



Sc. 34 Pnl. B Bg. day night



④: DUDE — IT'S THE LARD!

EPISODE # 1034-235  
Production:

ADVENTURE TIME

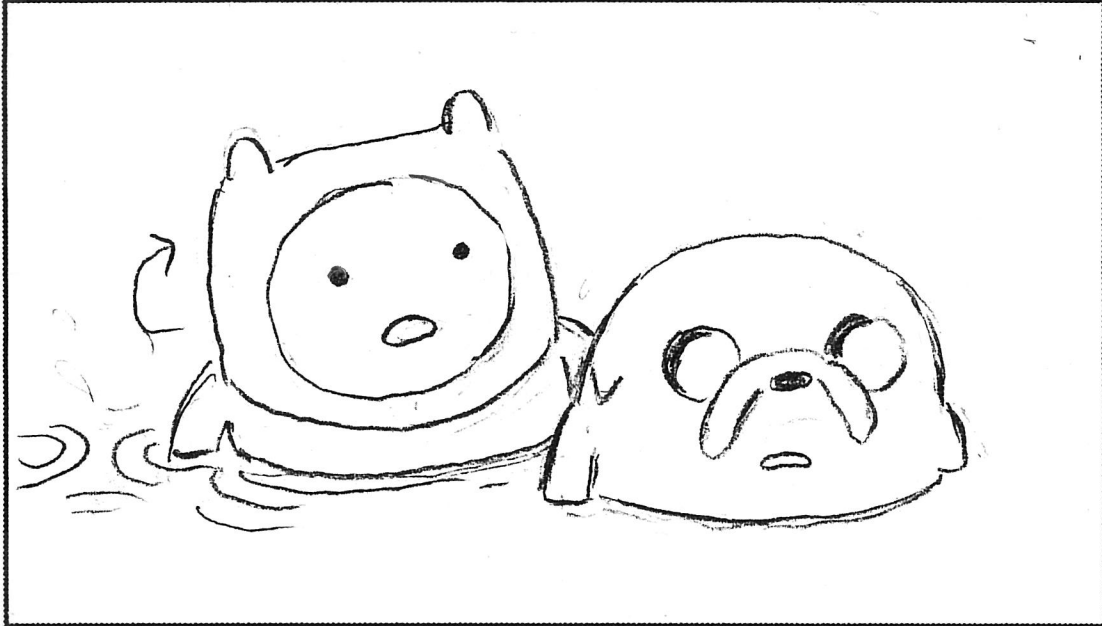


Sc. 34

Pnl. C

Bg.

day night

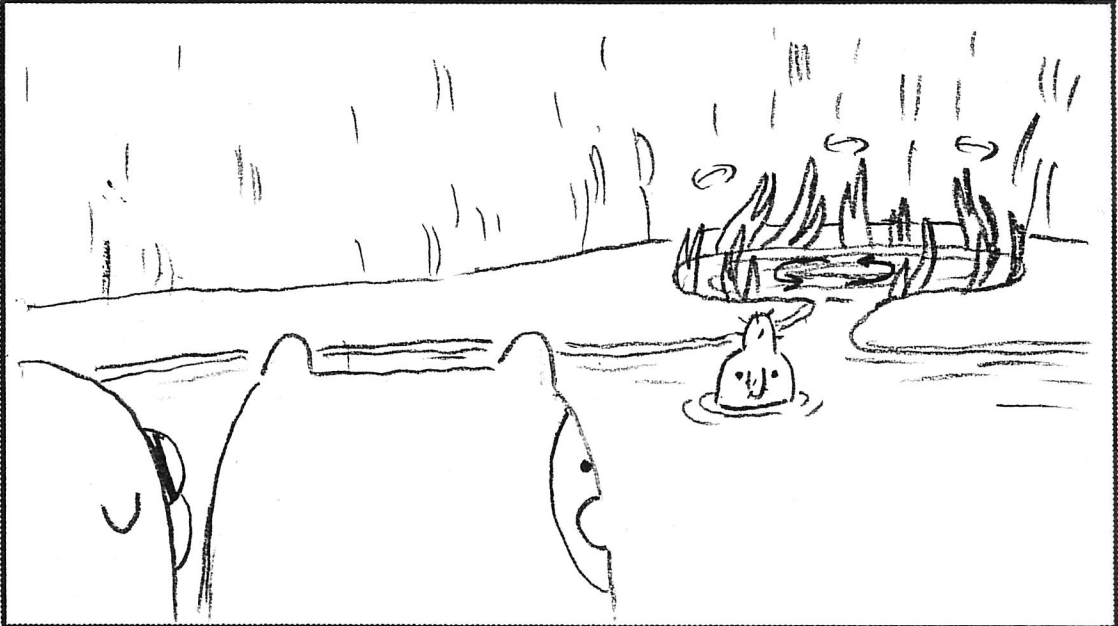


Sc. 35

Pnl. A

Bg.

day night



Dialog:	
<u>SFX:</u> * SPLSH *	(F): HEY! GET AWAY FROM THERE!
Action:	
- F GOES UPRIGHT	- SEA LARD IN FRONT OF WHIRLPOOL - SEAWEEDES SWAYING
Timing:	

EPISODE # 1034-235  
Production:



ADVENTURE TIME

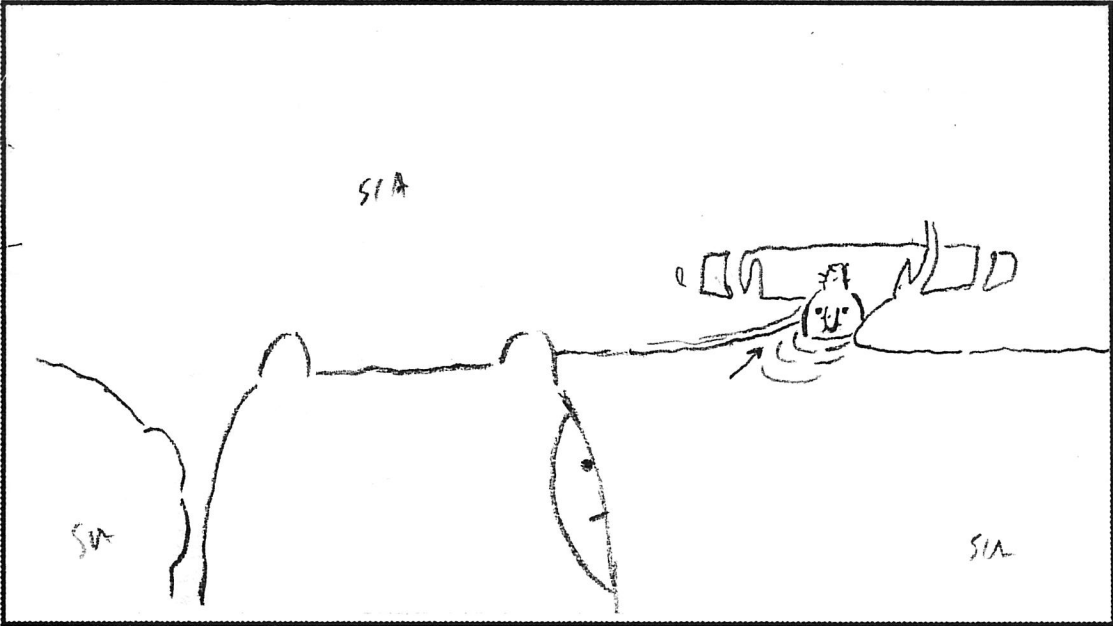


Sc. 35

Pnl. B

Bg.

day night

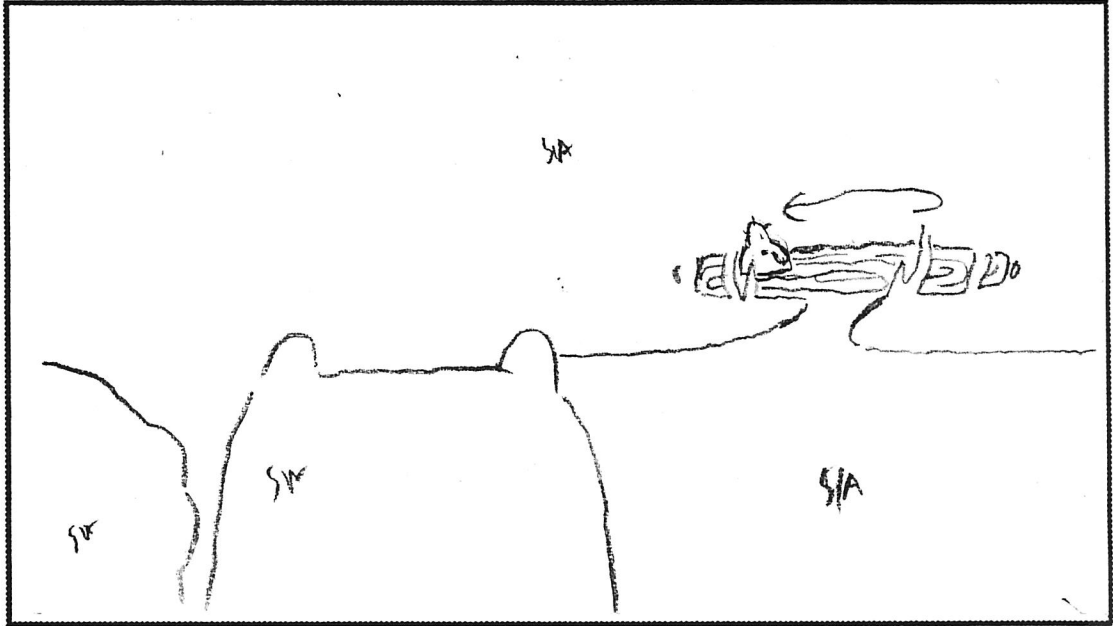


Sc. 35

Pnl. C

Bg.

day night



Dialog:	
Action: - S.L. SWIMS BACKWARDS INTO POOL - GETS PULLED IN BY WHIRLPOOL	- S.L. STARTS SPINNING IN WHIRLPOOL (C)
Timing:	

# ADVENTURE TIME

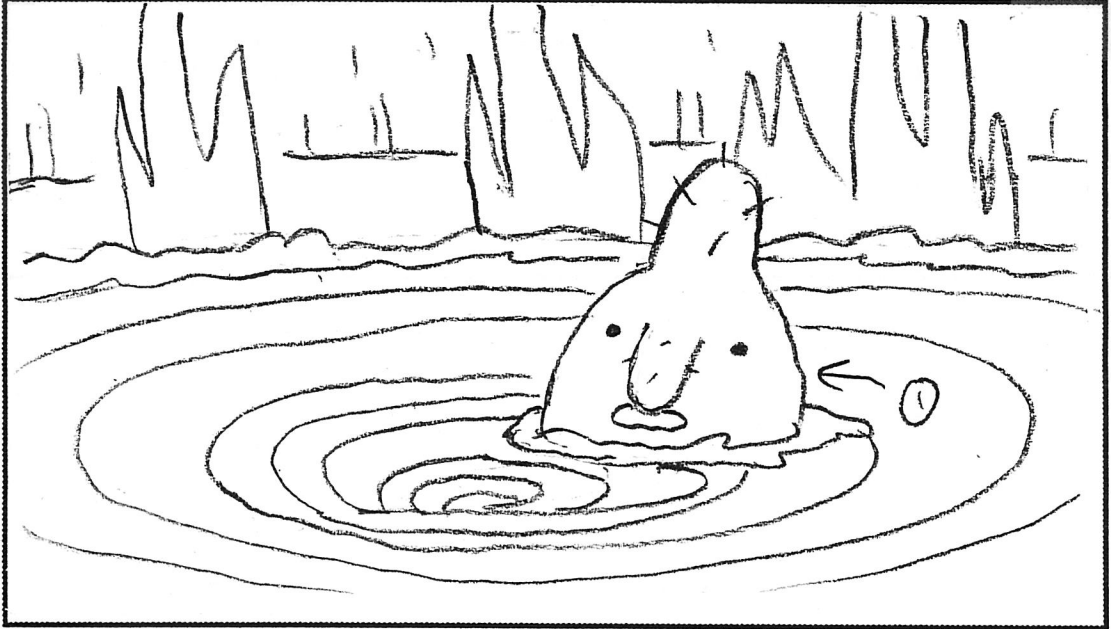


Sc. 36

Pnl. A

Bg.

day night

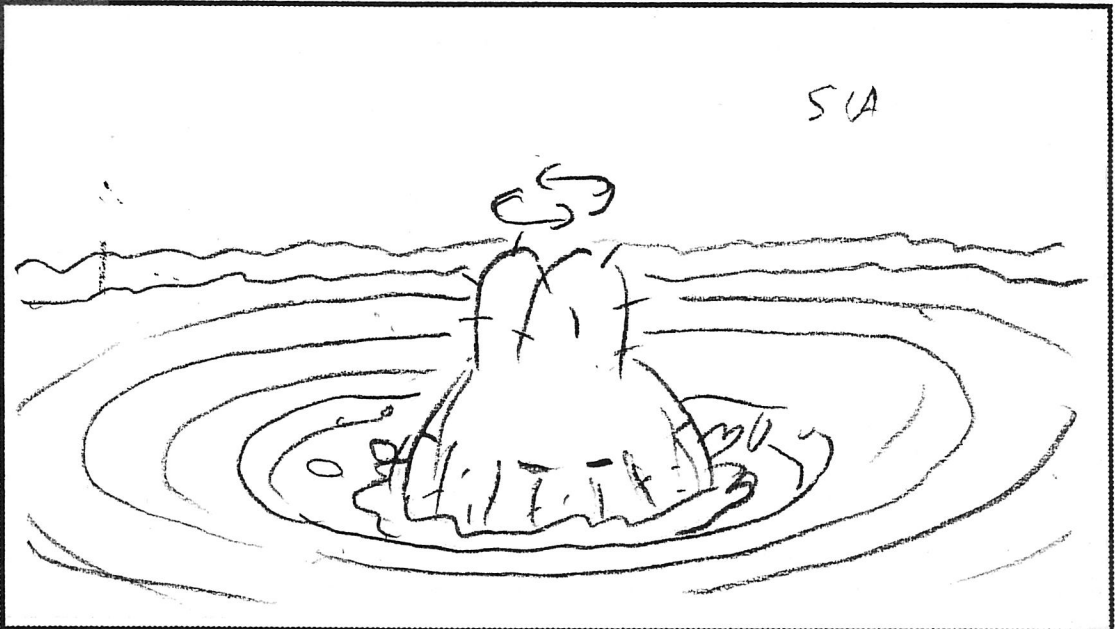


Sc. 36

Pnl. B

Bg.

day night



Dialog:	
Action: - LARD SPINS IN WHIRLPOOL ① ② ①	
Timing:	
- LARD SPINS FASTER AS HE GETS SUCKED INTO CENTER	

1034-235

EPISODE #

Production:



ADVENTURE TIME

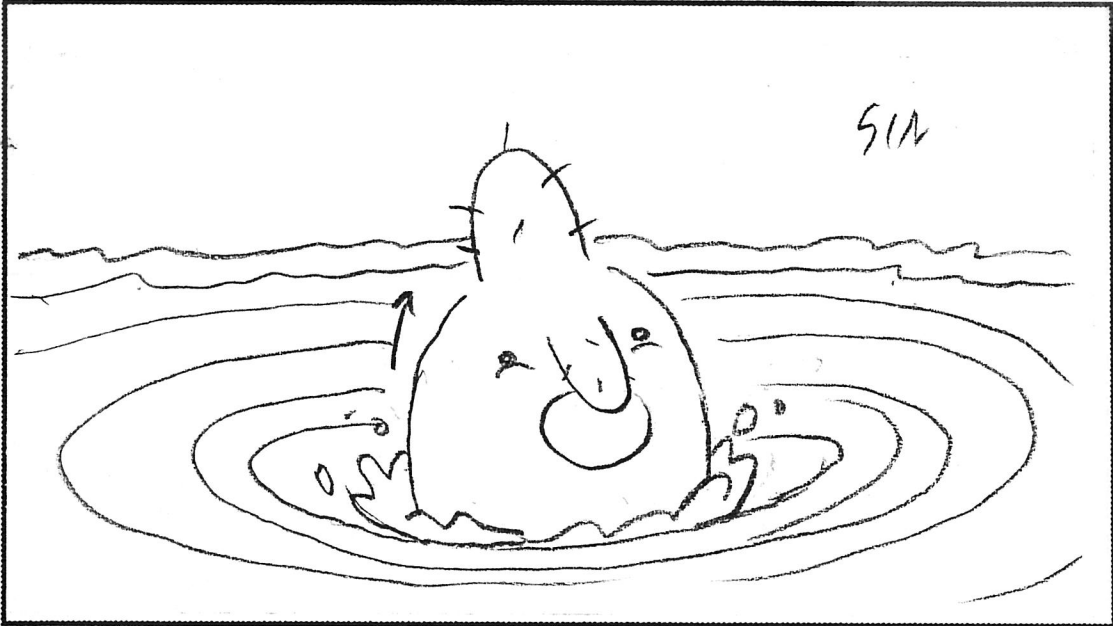


Sc. 36

Pnl. C

Bg.

day night

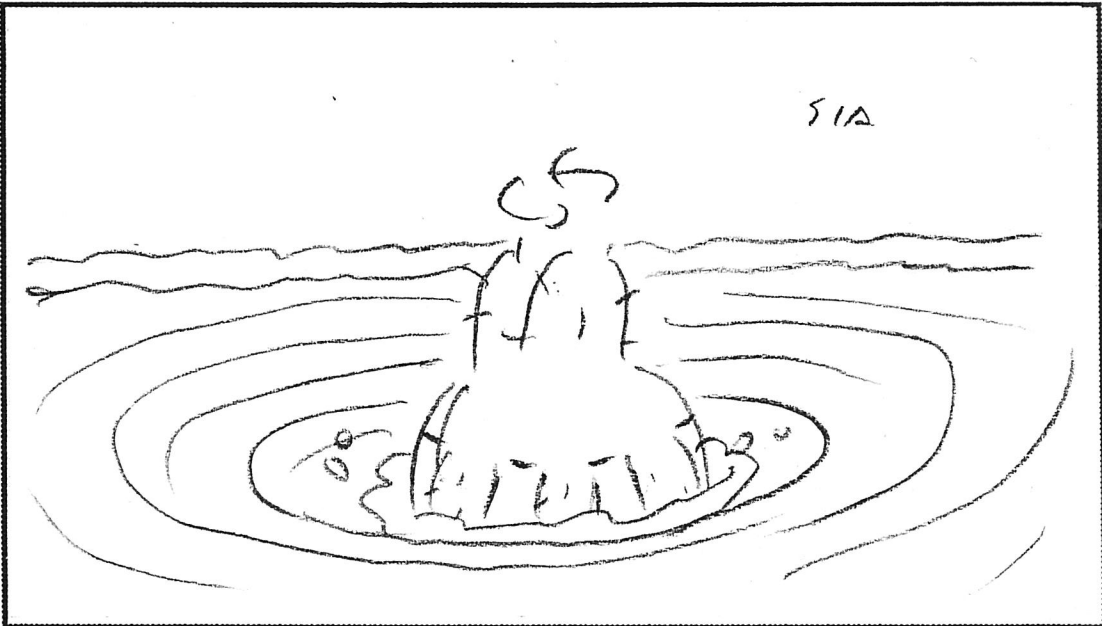


Sc. 36

Pnl. D

Bg.

day night



Dialog:	
(S.L.): WA!	
Action:	— LARD JUMPS UP
	— GOES BACK TO SPINNING
Timing:	

1034-235

EPISODE #

Production:

# ADVENTURE TIME

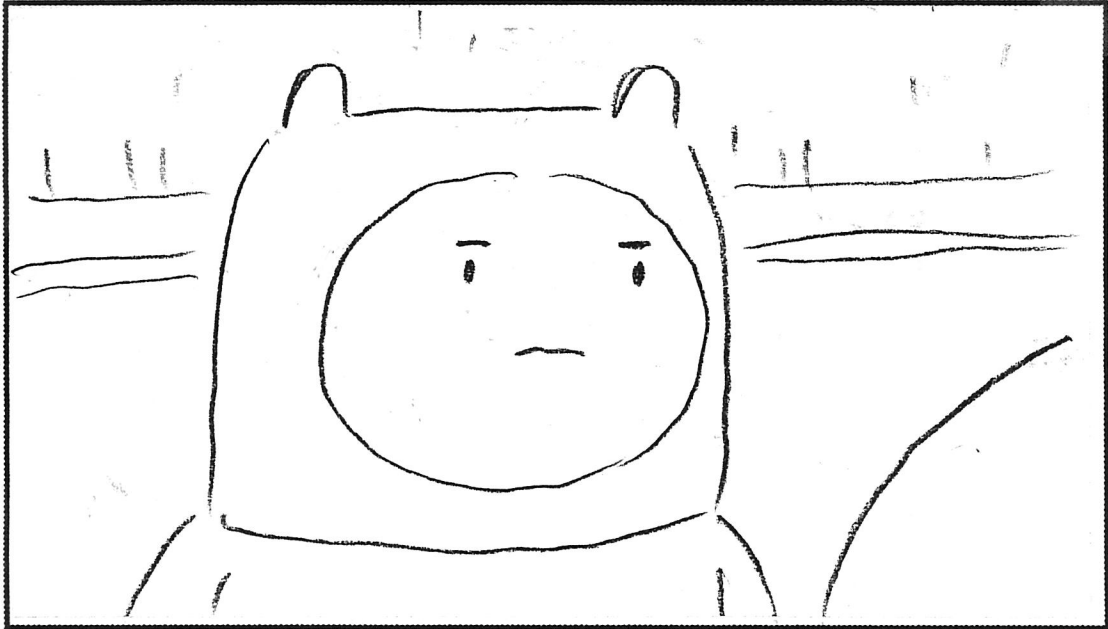


Sc. 37

Pnl. A

Bg.

day night

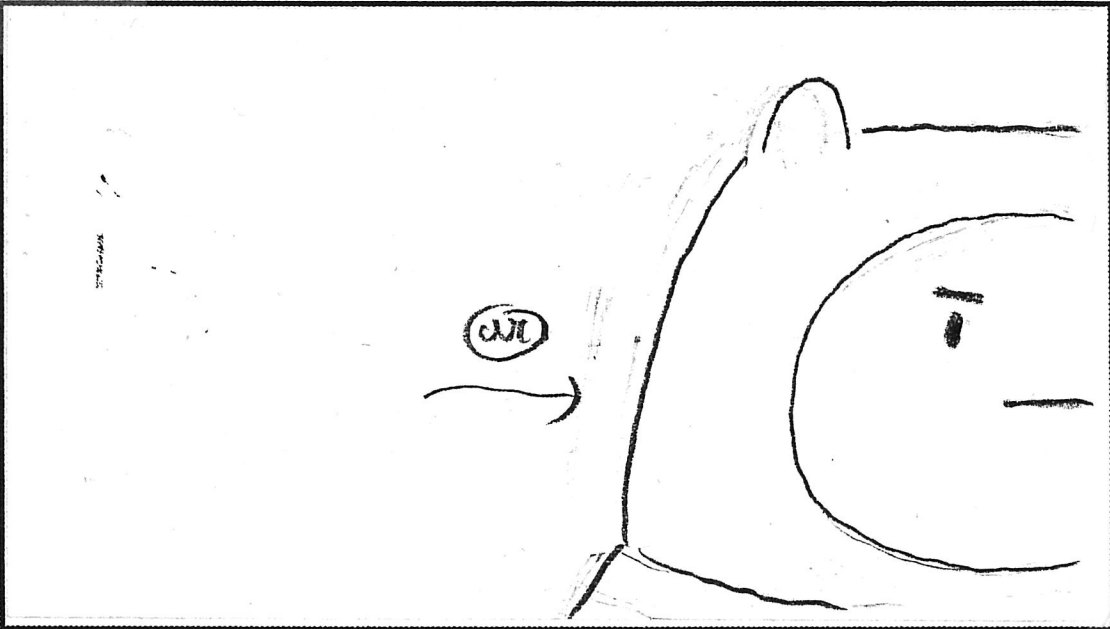


Sc. 37

Pnl. B

Bg.

day night



Dialog:	(F) = LARD !
Action:	
Timing:	

(A)

# ADVENTURE TIME

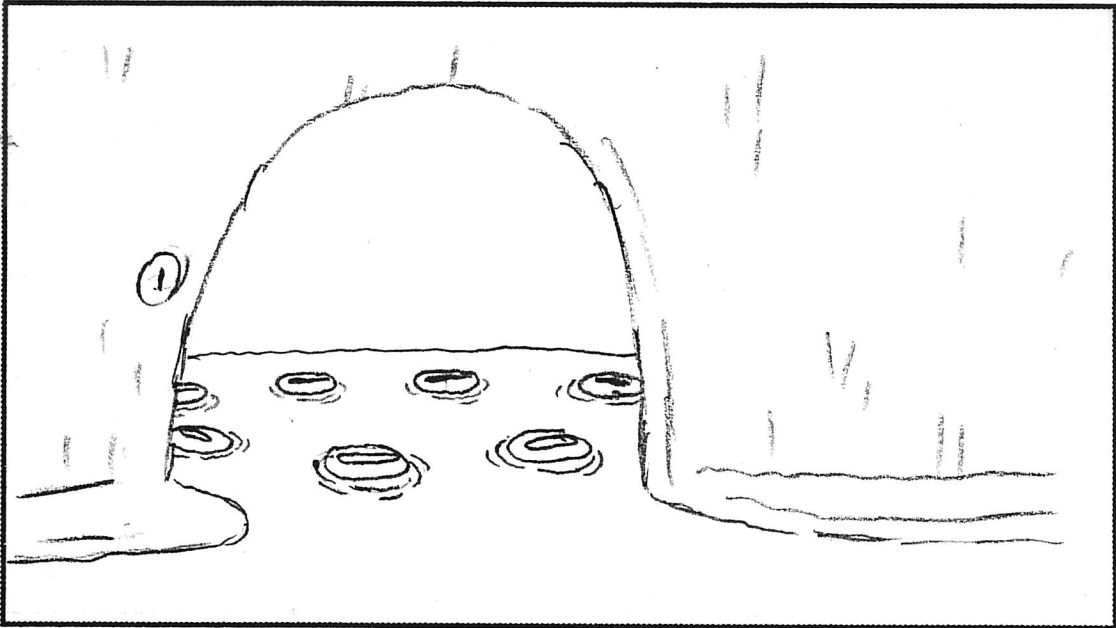


Sc. 38

Pnl. A

Bg.

day night



Sc. 38

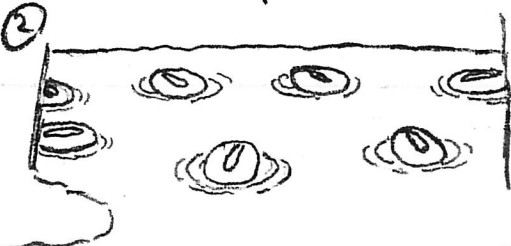
Pnl. B

Bg.

day night



<b>Dialog:</b>	
<p>WN1: HUH?</p>	
<b>Action:</b>	<p>— HOT DOGS IN BUNS SPINNING IN PLACE ① ② ① ②</p>
<b>Timing:</b>	<p>— WN1 POKES HER HEAD OUT OF WATER — HOT DOGS SLOW TO STOP</p>



1034-235

EPISODE #

Production:



# ADVENTURE TIME



Sc. 38

Pnl. C

Bg.

day night

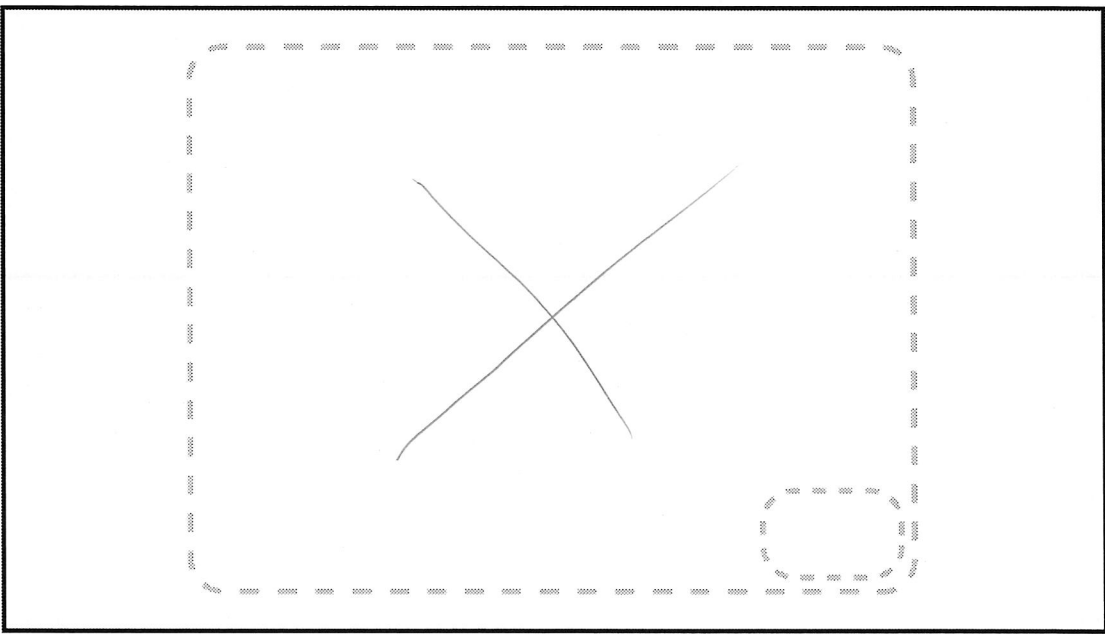


Sc.

Pnl.

Bg.

day night



Díalog:

WN1: NO!

Action:

- WN1 RUSHES FORWARD
- 2 HOTDOGS GET PUSHED TO THE SIDES

Timing:

1034-235

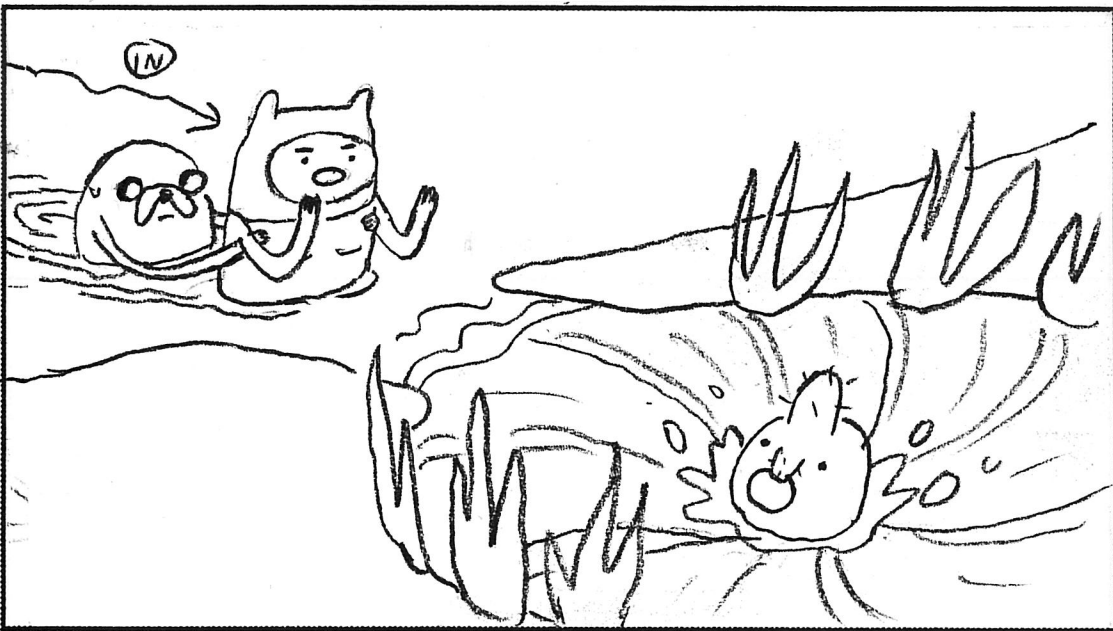
EPISODE #

Production:

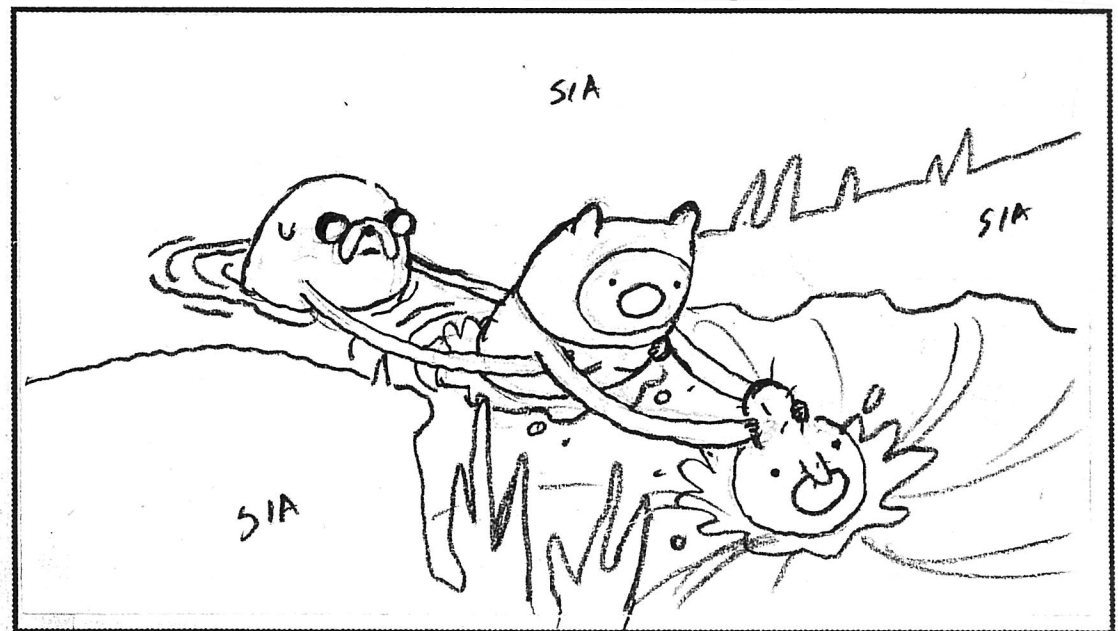
# ADVENTURE TIME



Sc. 39 Pnl. A Bg. day night



Sc. 39 Pnl. B Bg. day night



<b>Dialog:</b> (WNI) = (OPP/S) DONT GO NEAR THERE! (F): GOTTA SAVE THIS DANGY---		(P) : LARD!	
<b>Action:</b> - F WADS ON/S, J HOLDING HIM		- F GRABS LARD	
<b>Timing:</b>			

1034-235  
EPISODE #  
Production:

# ADVENTURE TIME



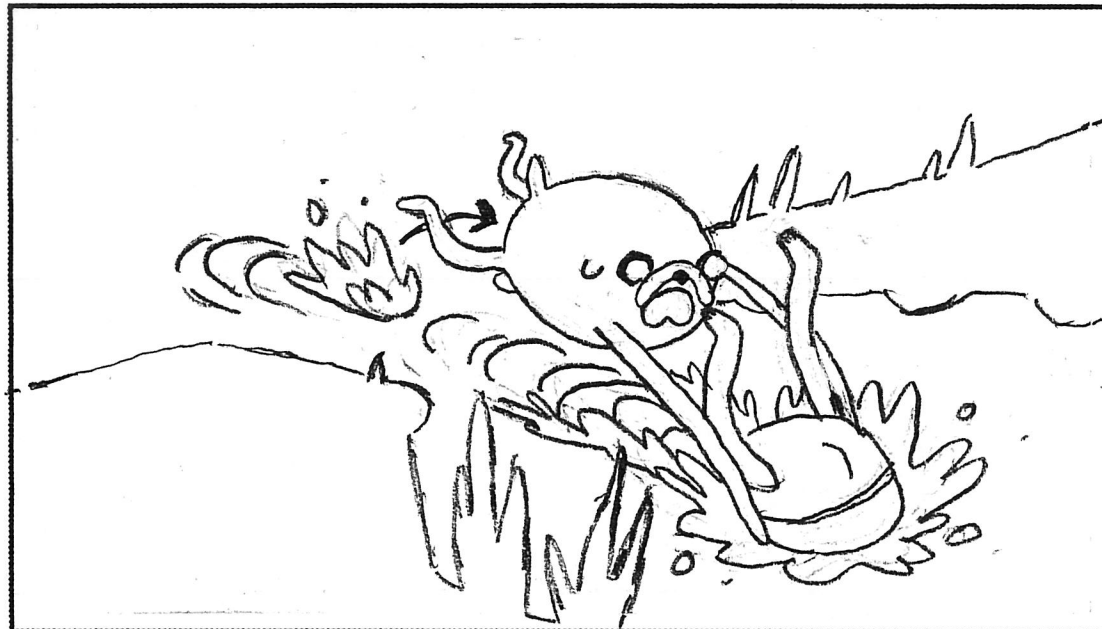
Page 66

Sc. 39

Pnl. C

Bg.

day night



Sc. 39

Pnl. D

Bg.

day night



Dialog:

① WHUAA ~  
② AAAH ~

SFX: \*SPSHH\* (0/5) WNI FINN!!

Action:

- F/J SUDDENLY  
GET YANKED INTO POOL W/S-L.

Timing:

DI



EPISODE #

1034-235



# ADVENTURE TIME



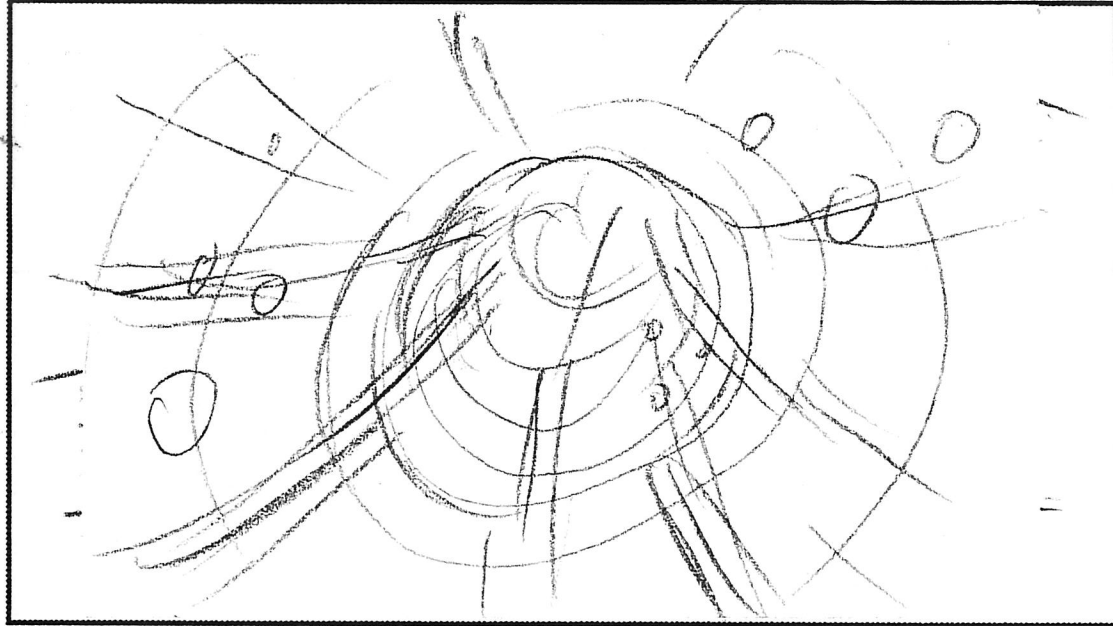
Page 67

Sc. 40

Pnl. A

Bg.

day night

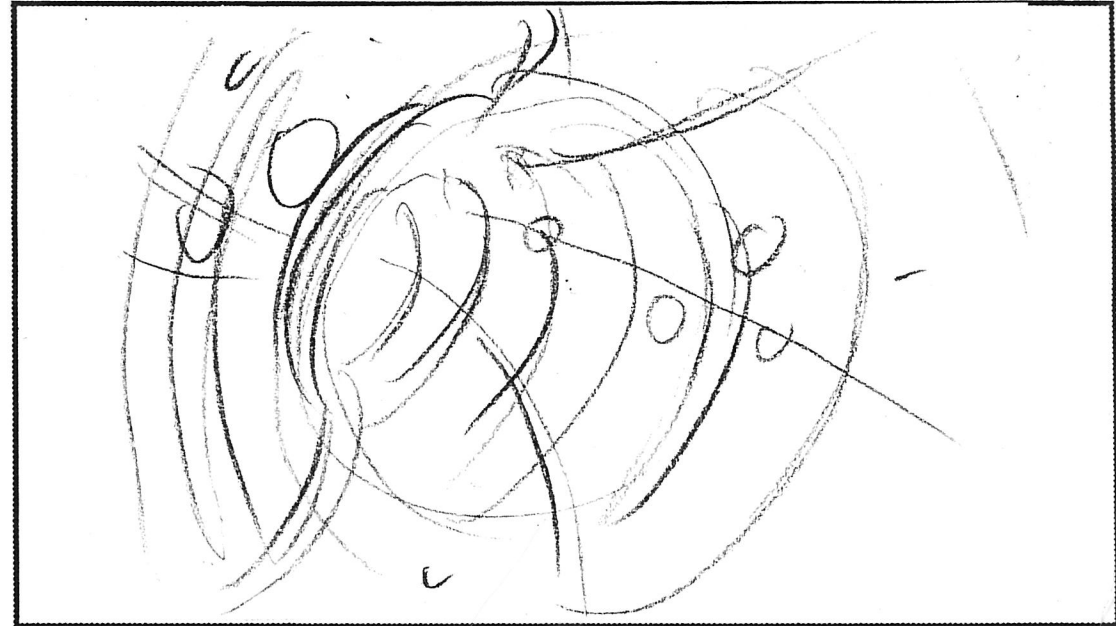


Sc. 40

Pnl. B

Bg.

day night



Dialog:

(WNI) {OFFIS}  
DONT SMELL THE  
PURPLE STUFF!

Action:

- ANIMATED TUNNEL P.O.V.

Timing:

1034-235

EPISODE #

Production:

# ADVENTURE TIME

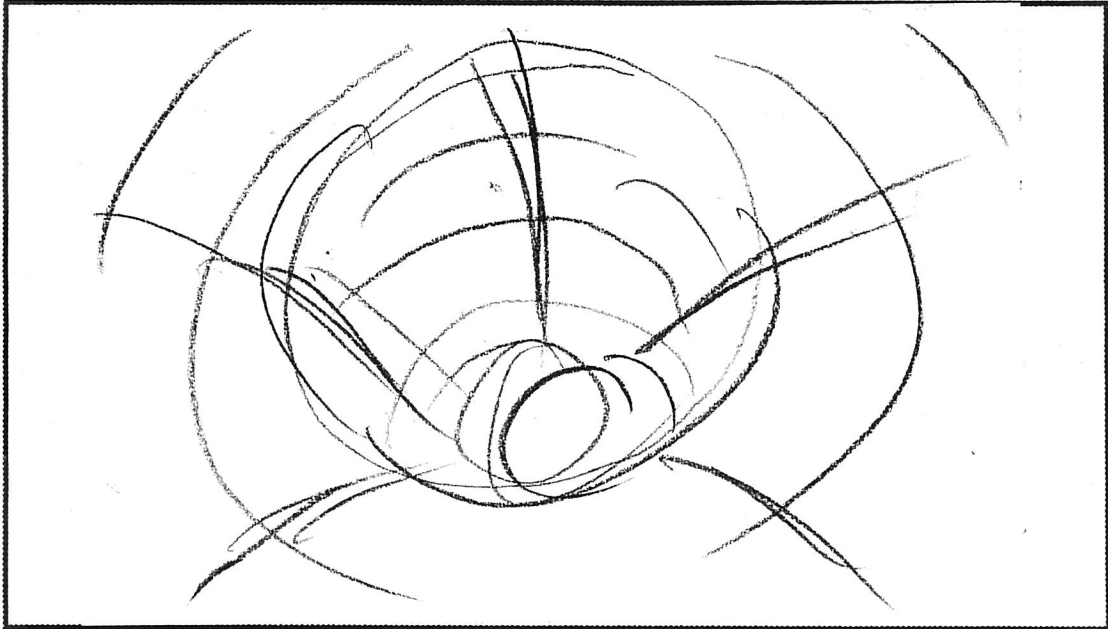


Sc. 40

Pnl. C

Bg.

day night

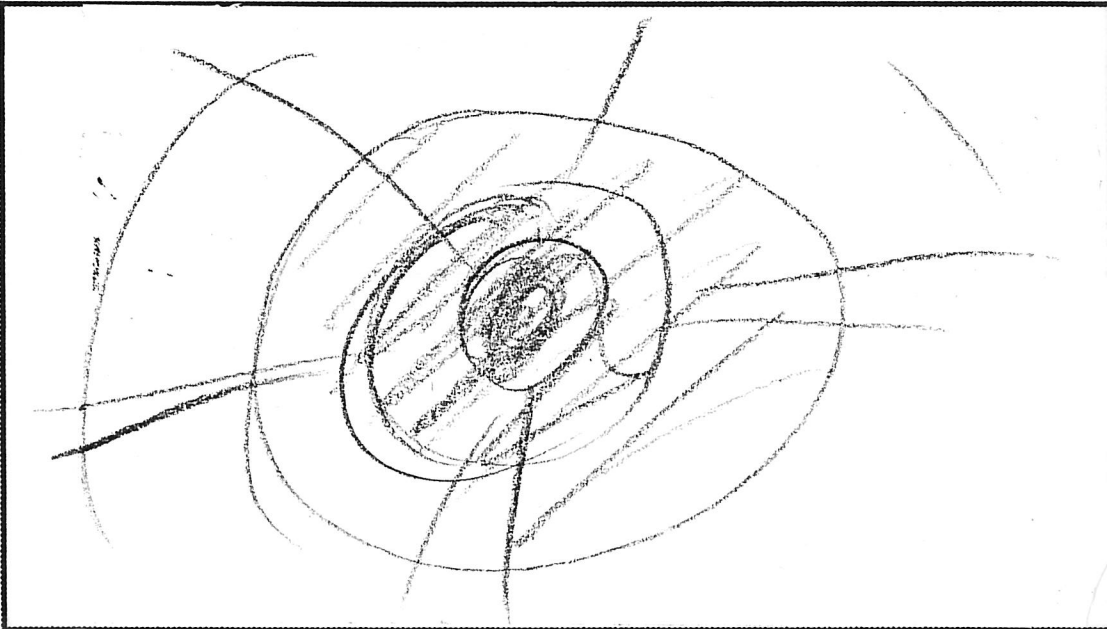


Sc. 40

Pnl. D

Bg.

day night



Dialog:
Action: - CONTINUE TRAVELLING THROUGH TUNNEL.
Timing:

1034-235

EPISODE #

Production:

# ADVENTURE TIME

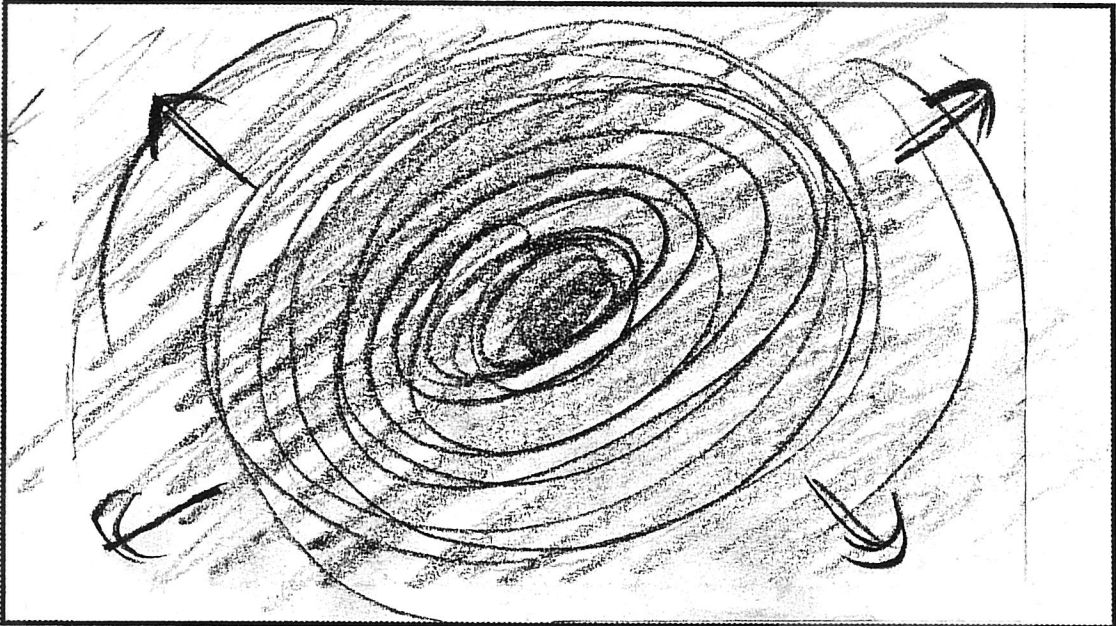


Sc. 40

Pnl. E

Bg.

day night

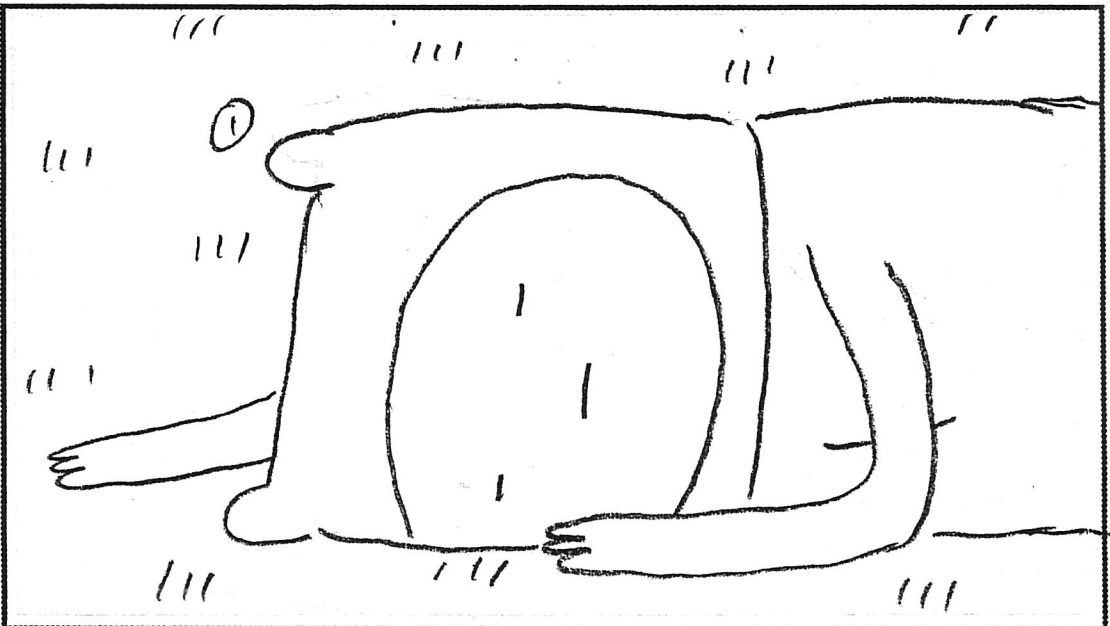


Sc. 41

Pnl. A

Bg.

day night



Dialog:

Action:

- FADE IN  
ON UNCONSCIOUS FINN.

Timing:



1034-235  
EPISODE #



# ADVENTURE TIME



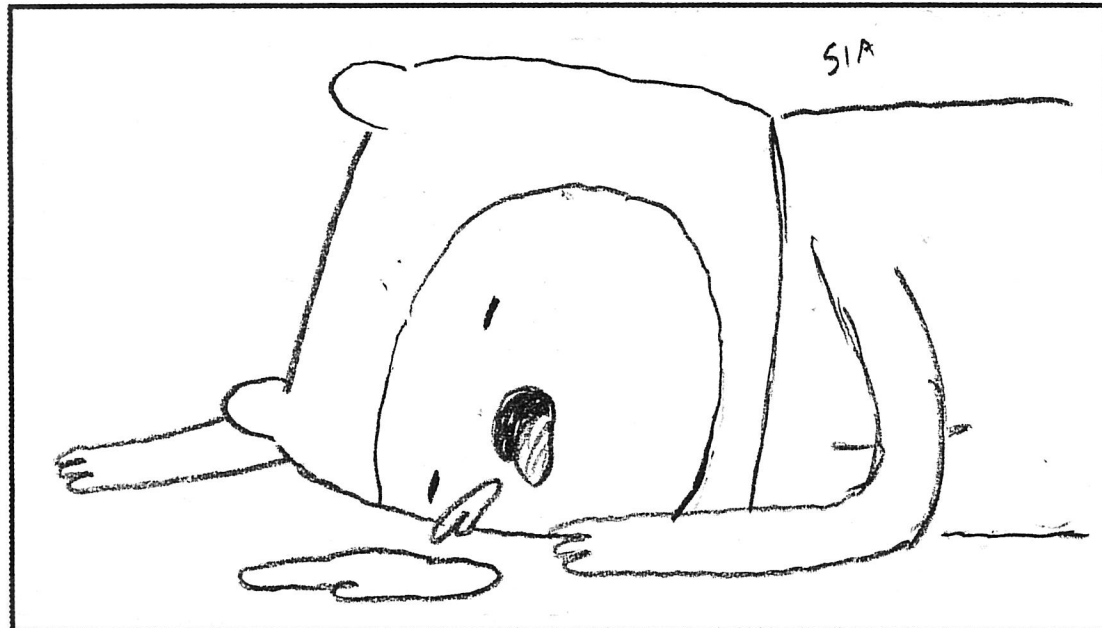
Page 70

Sc. 41

Pnl. B

Bg.

day night



Sc. 41

Pnl. C

Bg.

day night



Dialog:

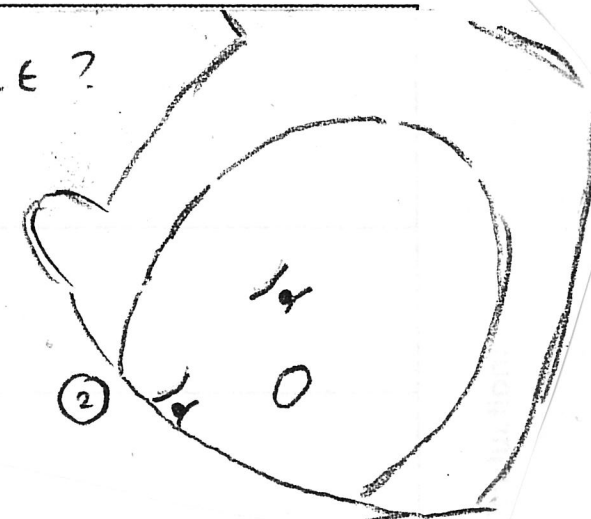
(F) = (COUGH)

Action:

- SPITS AT WATER

Timing:

(F) = WHAT'D SHE SAY...  
DON'T TOUCH THE PURPLE?



EPISODE #

1034-235

# ADVENTURE TIME



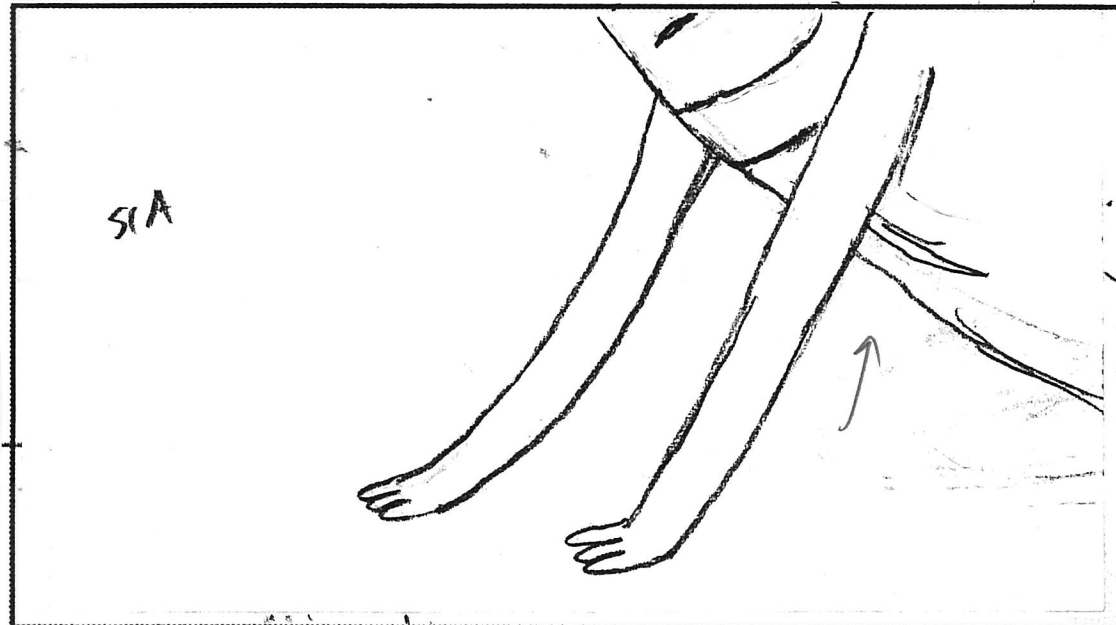
Page 71

Sc. 41

Pnl. D

Bg.

day night

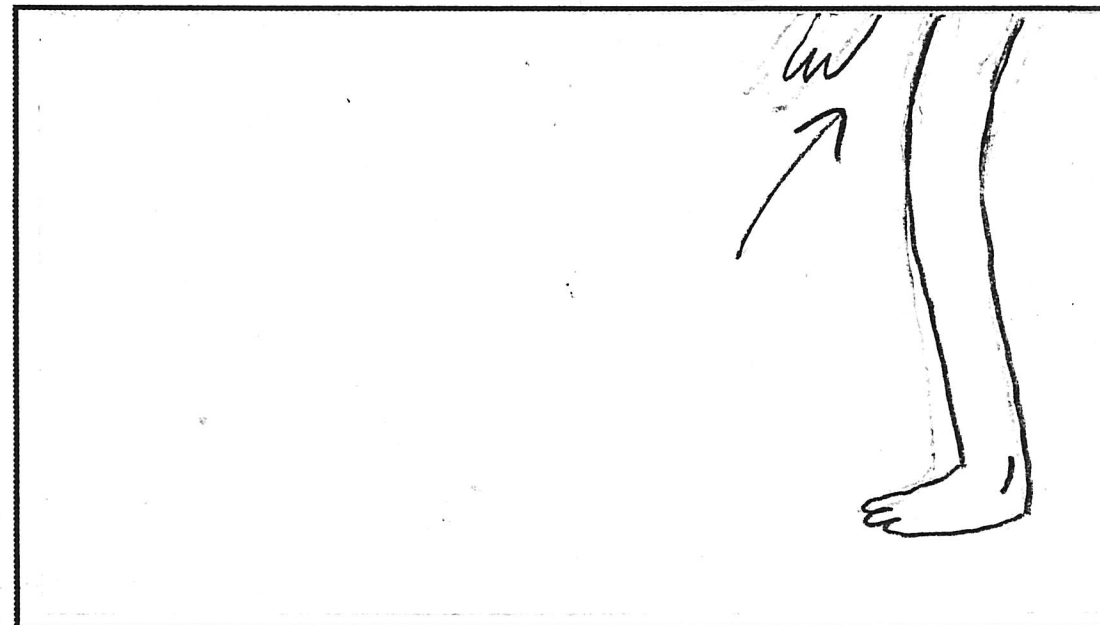


Sc. 41

Pnl. E

Bg.

day night

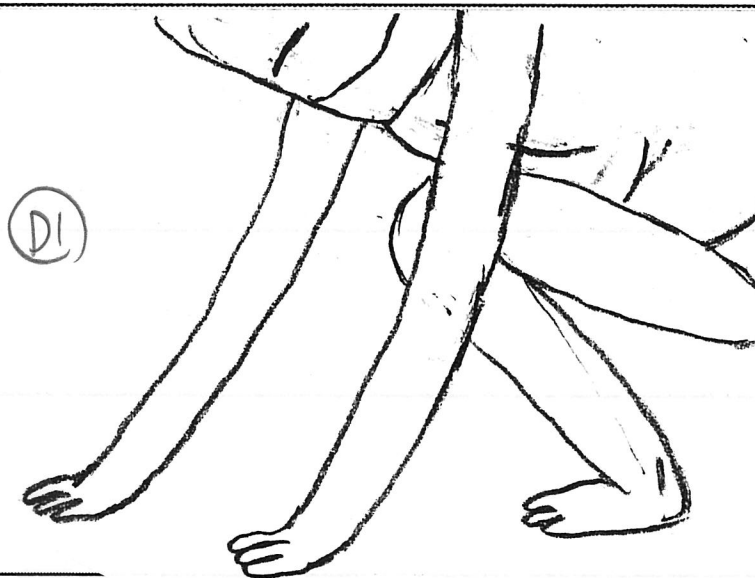


Dialog:

Action:

- F. STANDS UP.

Timing:



- F. WALKS OFF/S.



EPISODE #

1034-235

# ADVENTURE TIME



Sc. 42

Pnl. A

Bg.

day night

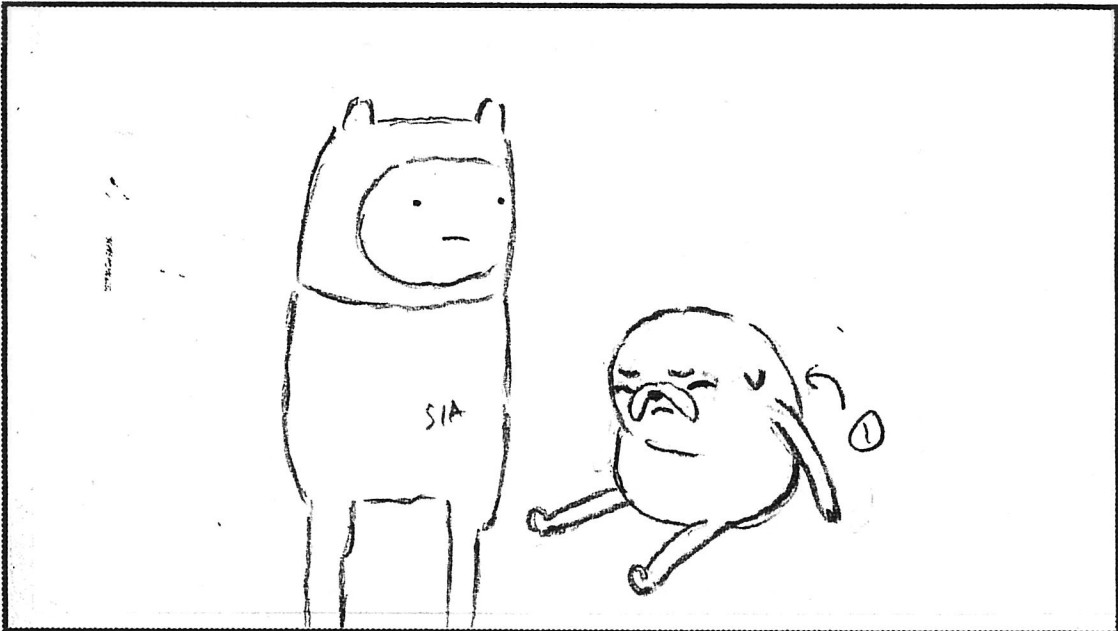


Sc. 42

Pnl. B

Bg.

day night



Dialog:

①: WHAT... HAPPENED  
TO THE POND.

②: (GROAN)

Action:

-SKY IS A STRANGE COLOR.

Timing:

-J SITS UP  
TURNS HEAD



1034-235

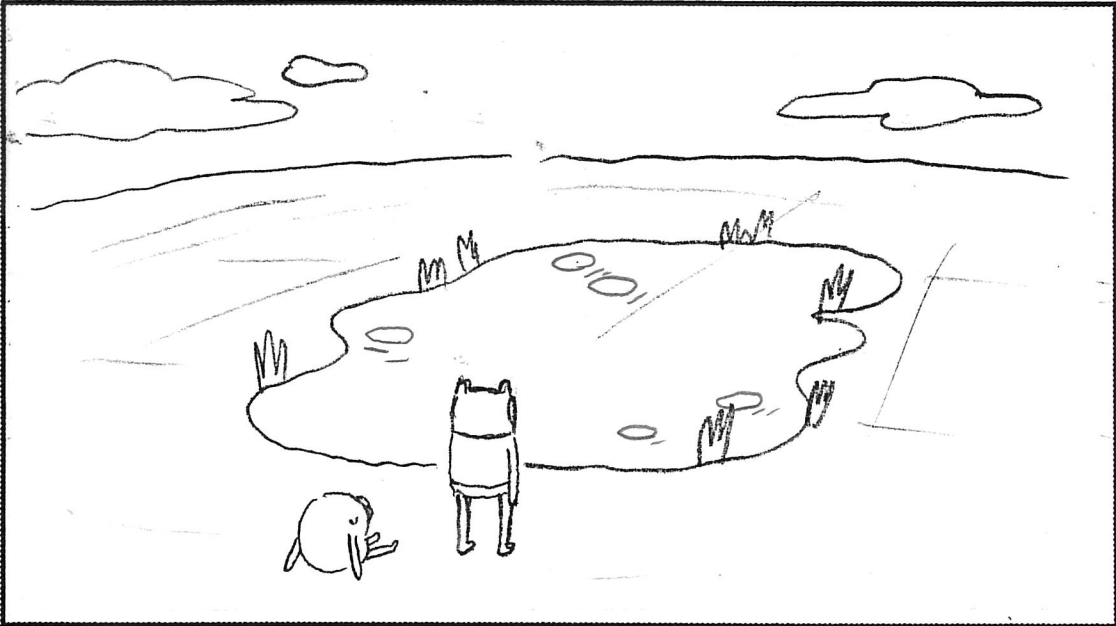
EPISODE #



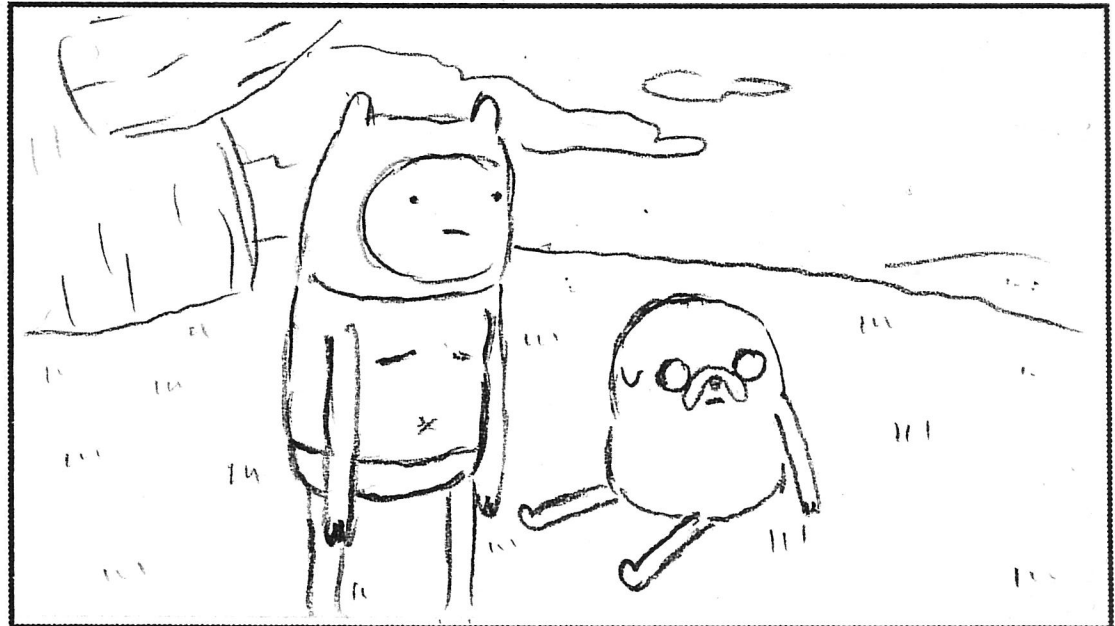
ADVENTURE TIME



Sc. 43 Pnl. A Bg. day night



Sc. 44 Pnl. A Bg. day night



Dialog:	⊕: AND HOW ABOUT OUR HOUSE?	
Action:	<ul style="list-style-type: none"><li>- PINK POND</li><li>- CANDY COLOURED LILYPADS</li></ul>	
Timing:		

1034-235  
EPISODE #  
Production:

# ADVENTURE TIME



Sc. 44

Pnl. B

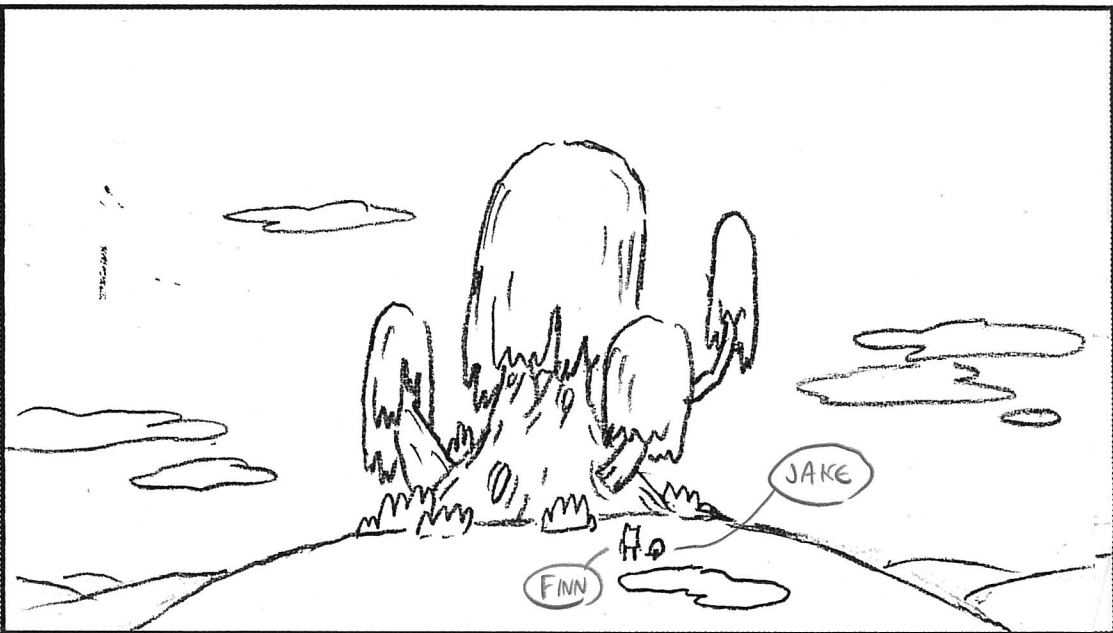
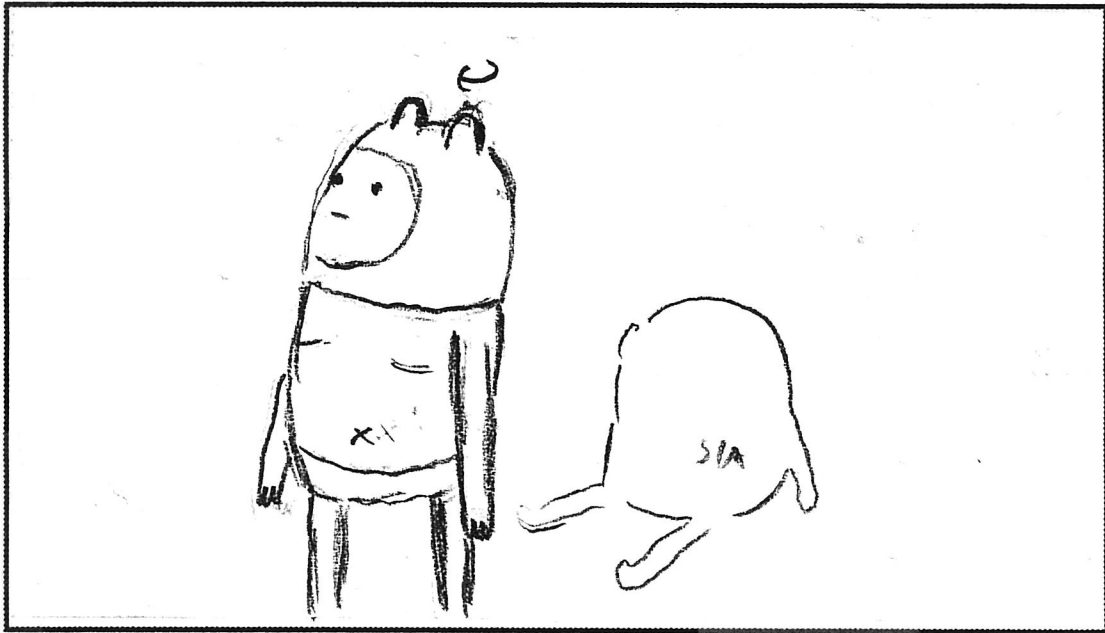
Bg.

day night

Pnl. A

Bg.

day night



Dialog:

Action: - F. TURNS TO LOOK AT TREE - NO TREEHOUSE.

Timing:

1034-235

EPISODE #

Production:

ADVENTURE TIME

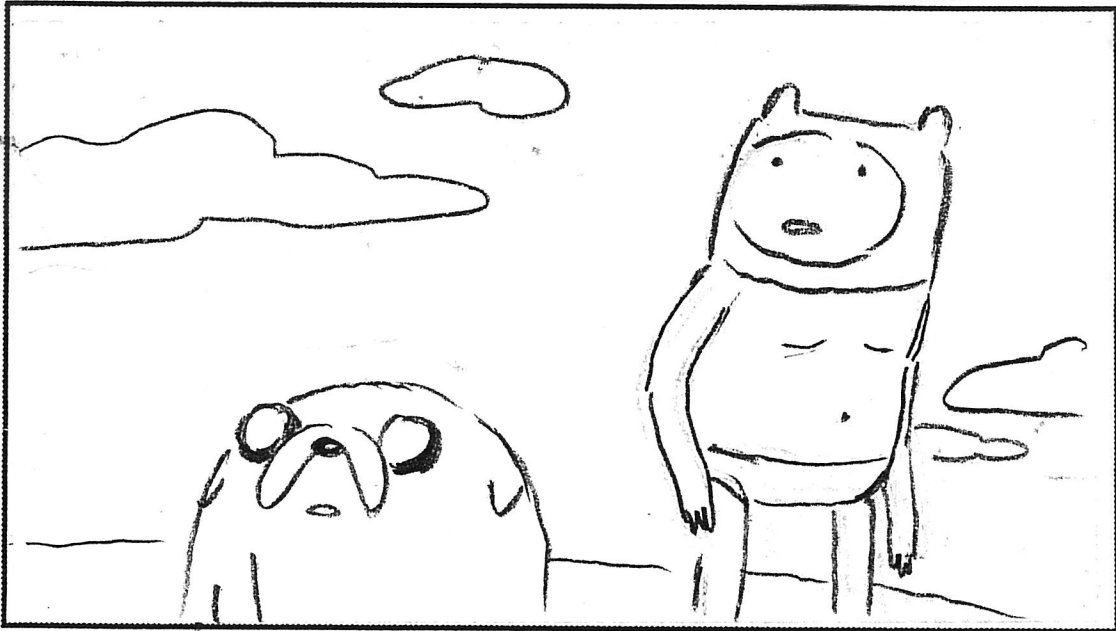


Sc. 46

Pnl. A

Bg.

day night



Sc. 46

Pnl. B

Bg.

day night



Dialog:

Ⓕ = WHAT THE BUTT.

Ⓖ = I GUESS WE WENT  
THROUGH SOME PORTAL TO  
THE PAST OR SOME BIZ

Action:

Timing:

EPISODE #

Production:

1034-235



# ADVENTURE TIME



Page 76

Sc. 46

Pnl. C

Bg.

day night

Sc. 46

Pnl. D

Bg.

day night



Dialog:

ⓔ = I DUNNO...

ⓔ = WAS STUFF THE  
WRONG COLOUR  
IN THE PAST?

Action:

Timing:

1034-235

EPISODE #

Production:

# ADVENTURE TIME



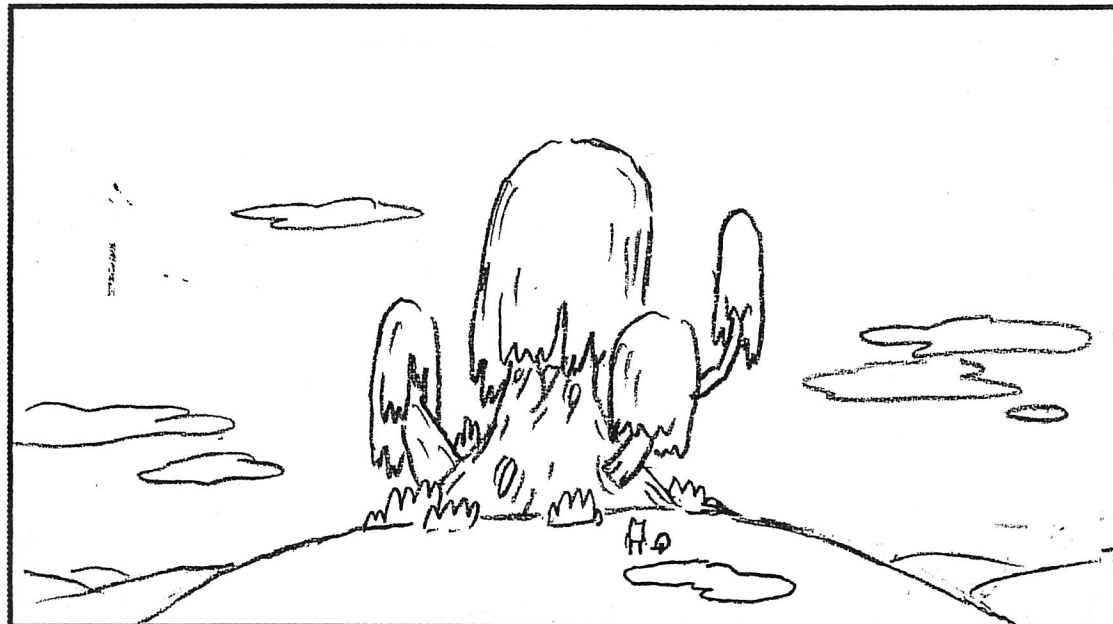
Page 77

Sc. 47

Pnl. A

Bg.

day night

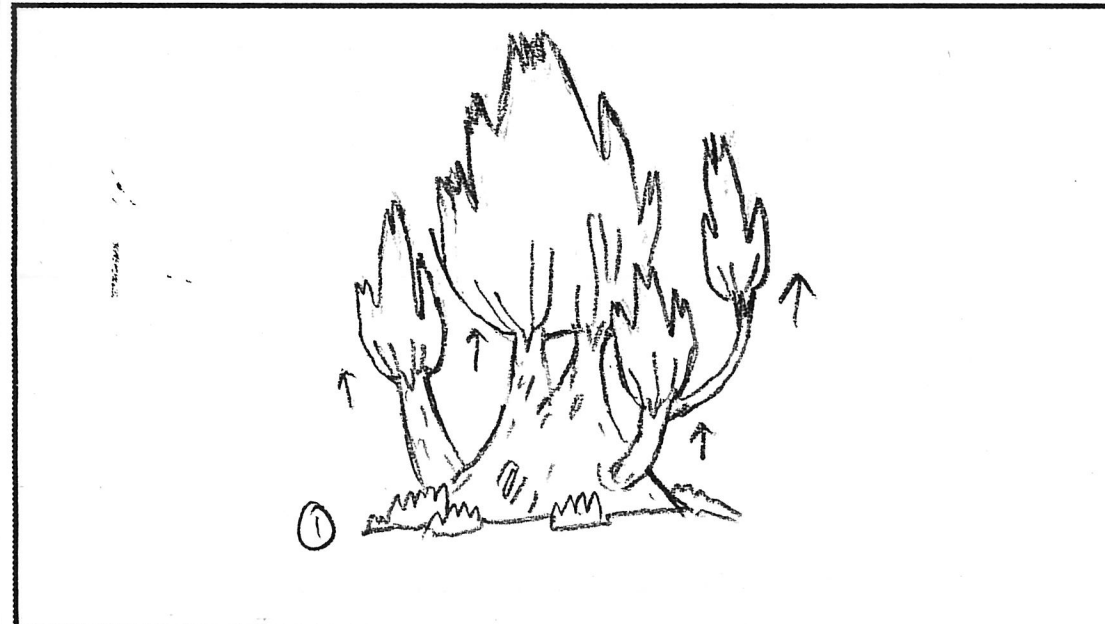


Sc. 47

Pnl. B

Bg.

day night



Dialog:

SFX : \*VRRRRR\*

Action:

— LEAVES SHOOT UPWARD  
AS IF BLOWN BY A GUST OF  
WIND

Timing:



EPISODE #

Production:

1034-235

ADVENTURE TIME

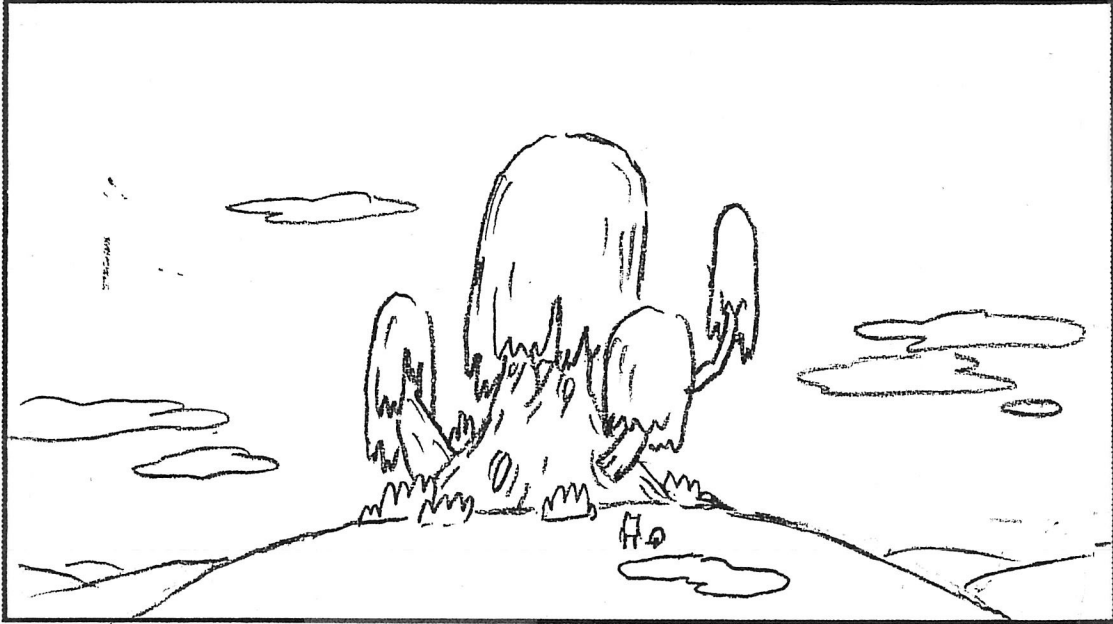


Sc. 47

Pnl. C

Bg.

day night

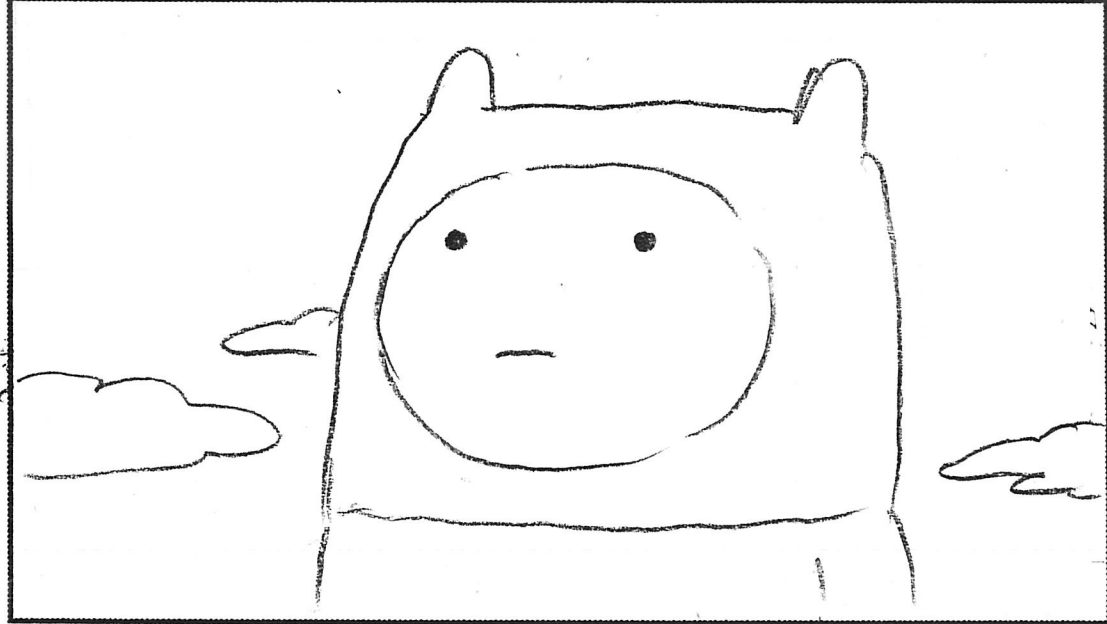


Sc. 47

Pnl. A

Bg.

day night

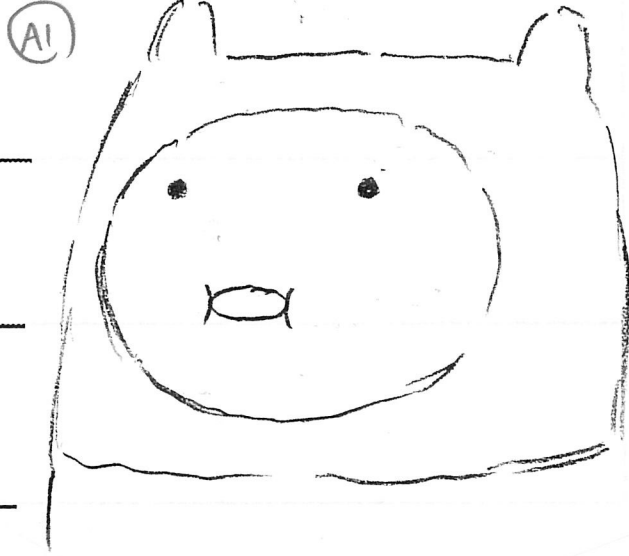


Dialog:

(F) : ITS WEIRD AS CROPS HERE.

Action:

Timing:



EPISODE #

1034-235



# ADVENTURE TIME



Sc. 48

Pnl. A

Bg.

day night

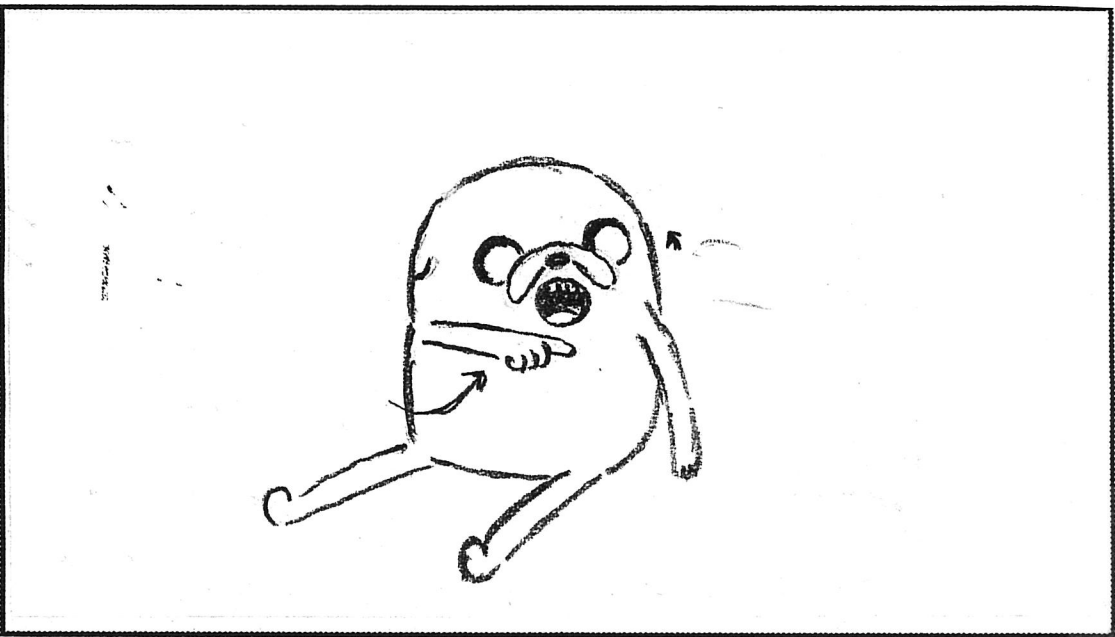


Sc. 48

Pnl. B

Bg.

day night



Dialog:	<p>(A) </p> <p>(J) THE SEA LARD, THAT'S IT GOES!</p>
Action:	
Timing:	

1034-235

EPISODE #

Production:

ADVENTURE TIME



Sc. 49

Pnl. A

Bg.

day night

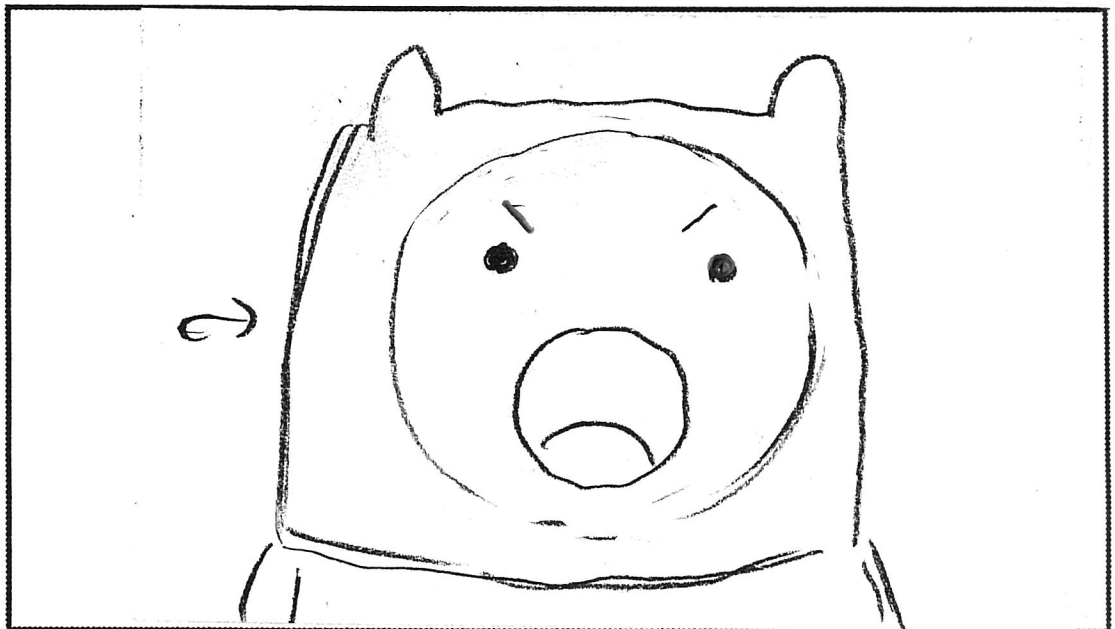


Sc. 50

Pnl. A

Bg.

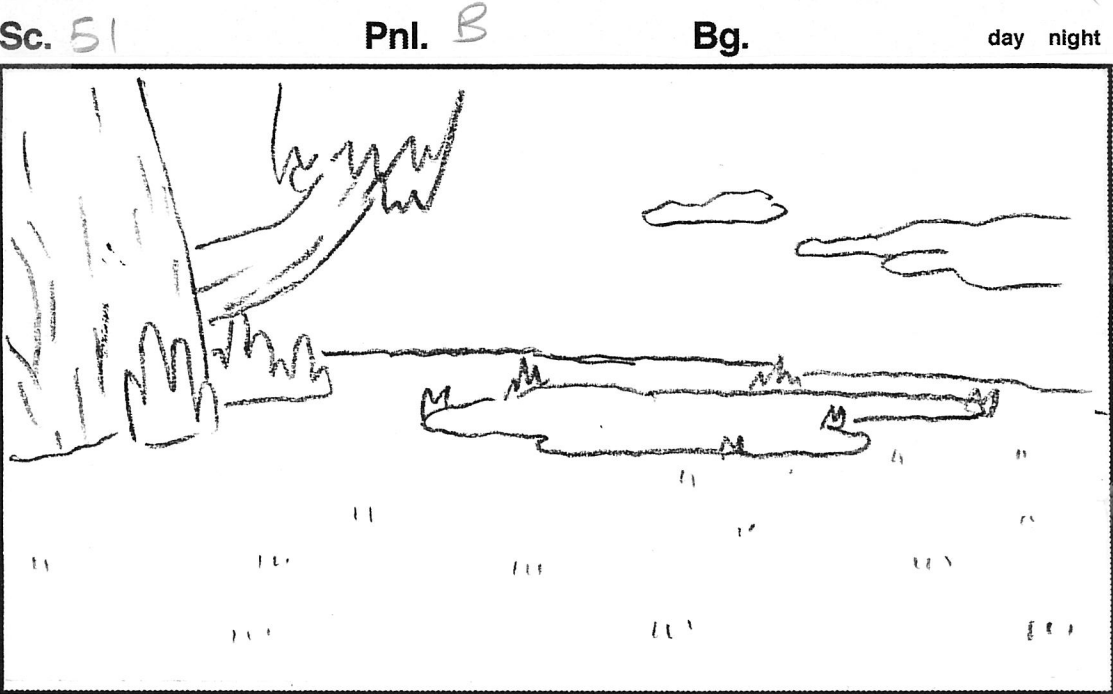
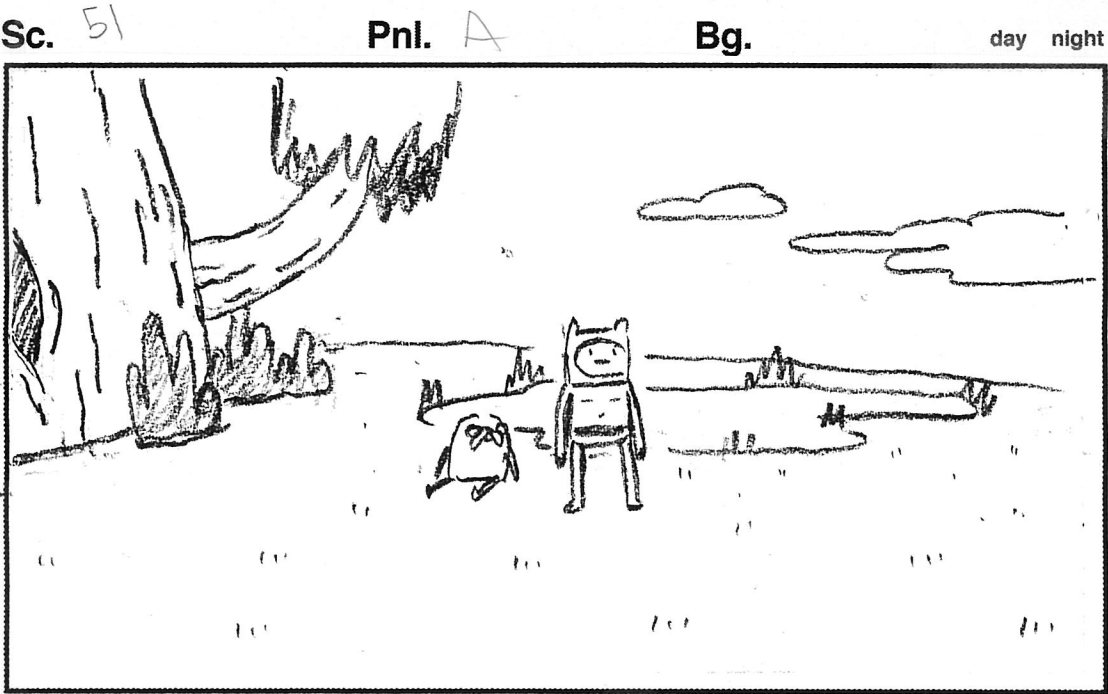
day night



Dialog:	
① (015) THERE IT GOES!	② LARD! COME BACK!
Action: - S.L CRAWLING TOWARD FOREST LEAVING SLIME TRAIL	
Timing:	

1034-235  
EPISODE #  
Production:

# ADVENTURE TIME



Dialog:	
Action:	- F+J RUN OFF/S.
Timing:	

EPISODE # 1034-235

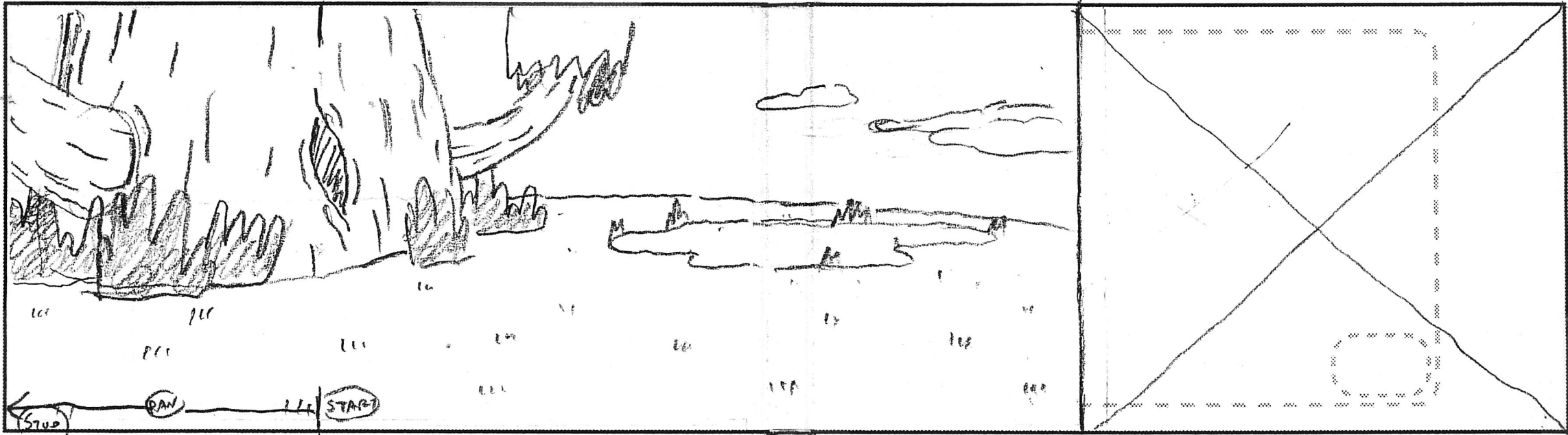
Production:



# ADVENTURE TIME



Sc. 51 Pnl. C Bg. day night



Dialog:
Action: - PAN LEFT TO TREE.
Timing:

EPISODE # 1034-235  
Production:

# ADVENTURE TIME



Page 83

Sc. 52

Pnl. A

Bg.

day night

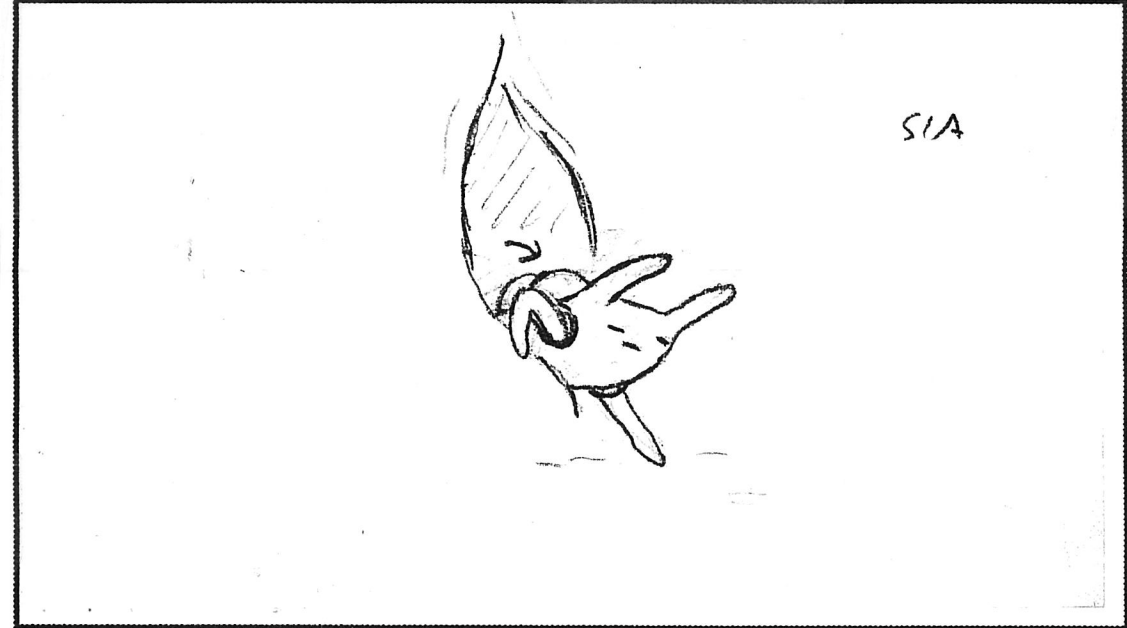


Sc. 52

Pnl. B

Bg.

day night



Dialog:

Action:

- WEIRDO VERSION OF  
FINN POKES HIS HEAD OUT  
OF KNOT HOLE.

Timing:



- W.F CRAWLS DOWN,  
WALKS  
- WEIRDO TAKE  
FOLLOWS



EPISODE #

1034-235

STARS

# ADVENTURE TIME



Sc. 52

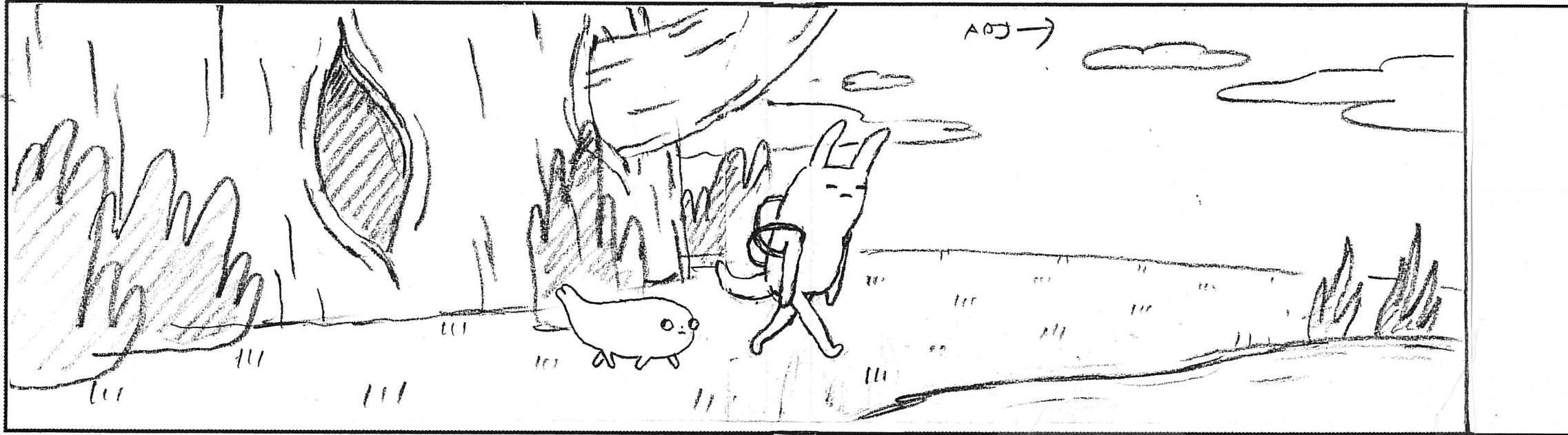
Pnl. C

Bg.

day night

STOP

Page 84



Dialog:
Action: - W.F / W.J WALK TOWARD POND - ADJ W W.F / W.J
Timing:

EPISODE # 1034-235  
Production:



ADVENTURE TIME

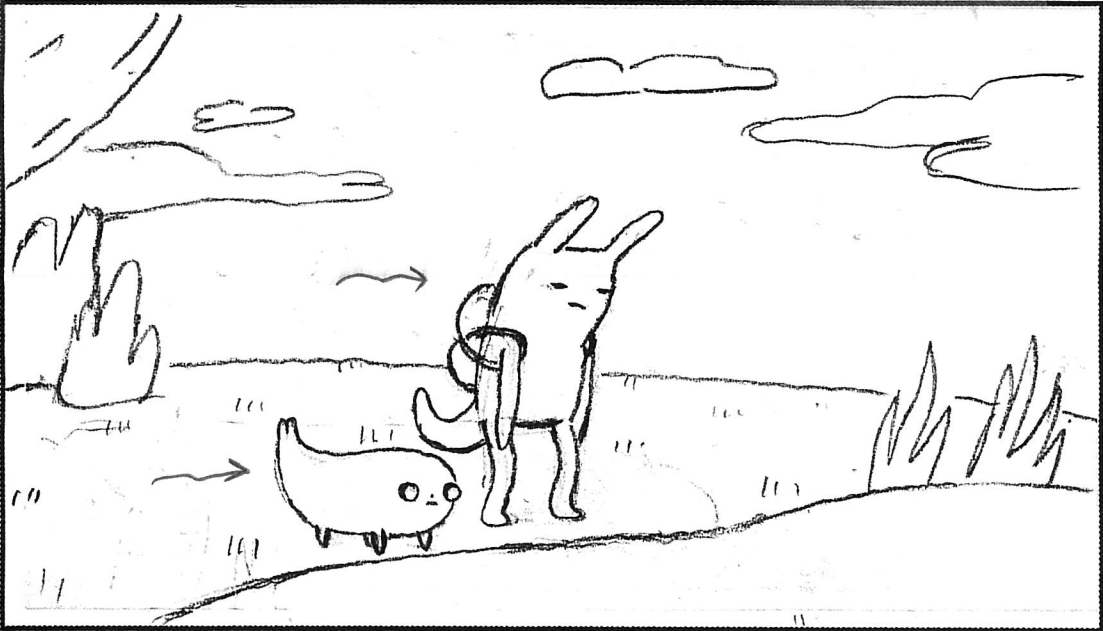


Sc. 52

Pnl. D

Bg.

day night

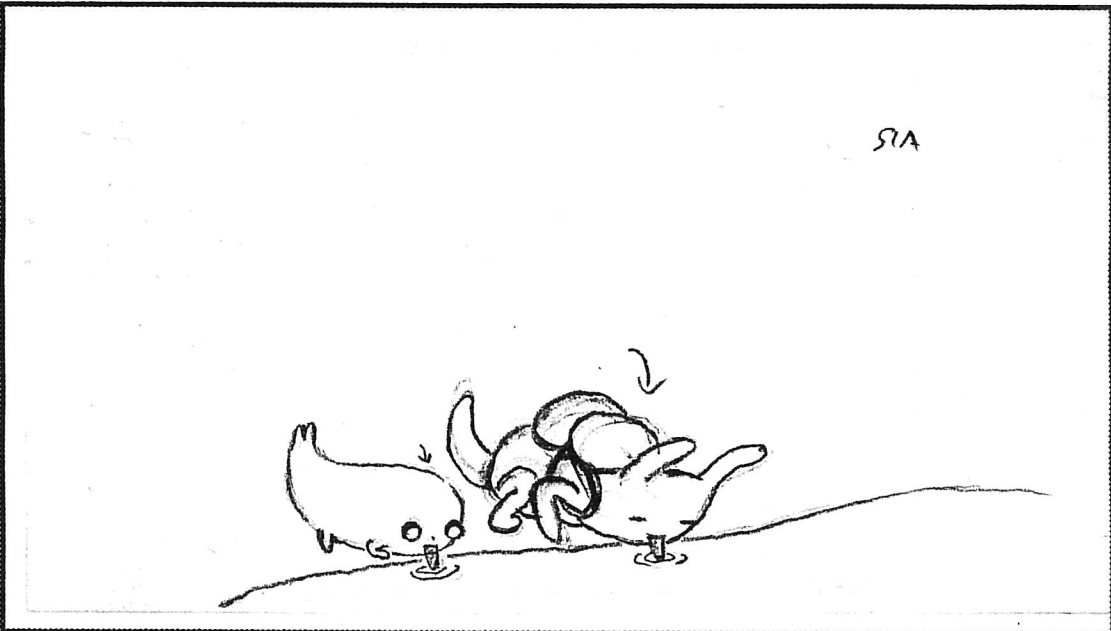


Sc. 52

Pnl. E

Bg.

day night



Dialog:

SFX : LAPPING UP WATER —————>

Action:

- W.F/W.J STOP AT POND'S EDGE

- THEY CROUCH DOWN AND START LAPPING UP WATER LIKE ANIMALS

Timing:

EPISODE #

Production:

1034-235

# ADVENTURE TIME



Page 86

Sc. 53

Pnl. A

Bg.

day night

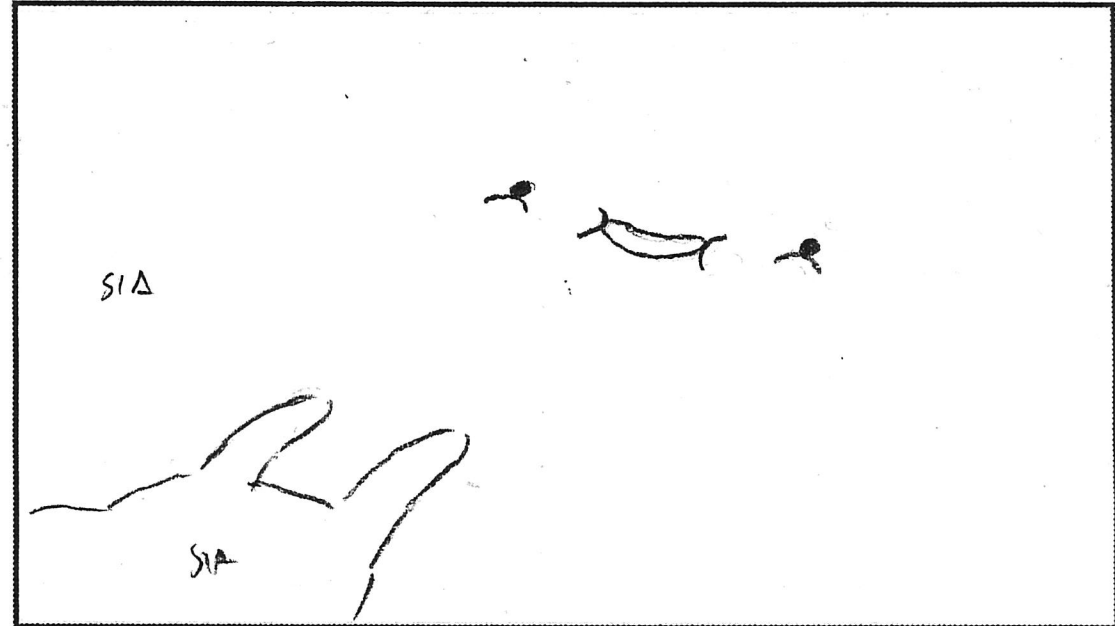


Sc. 53

Pnl. B

Bg.

day night



Dialog: SFX: LAPPING UP WATER

PRINCESS BUBBLEGUM: [GIGGLES]

Action: -PB FACE APPEARS

Timing:

1034-235

EPISODE #

Production:

ADVENTURE TIME

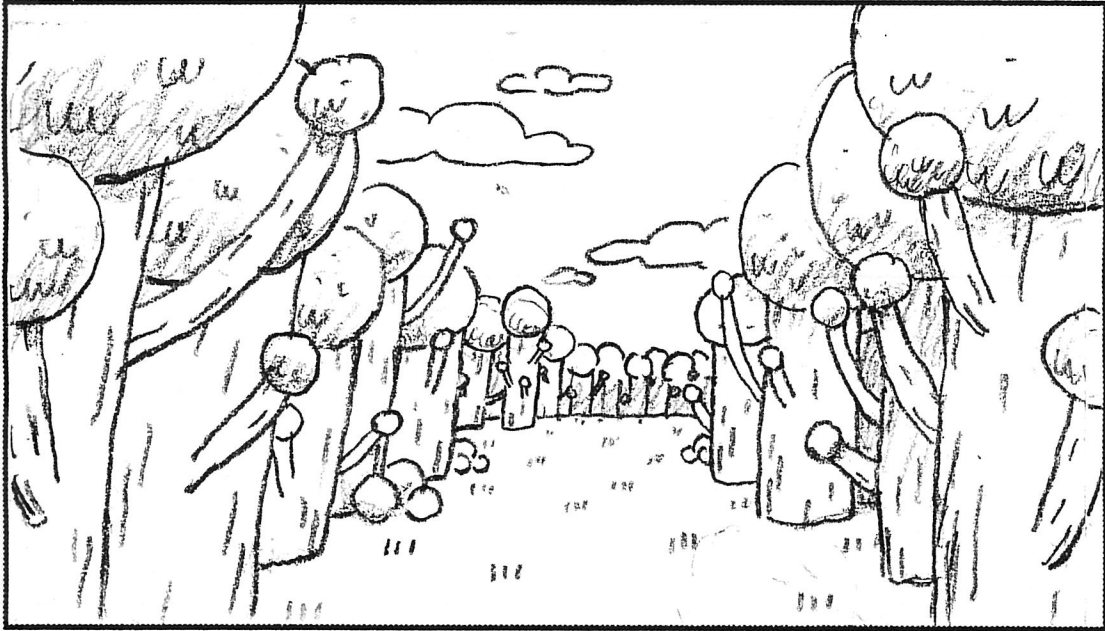


Sc. 54

Pnl. A

Bg.

day night

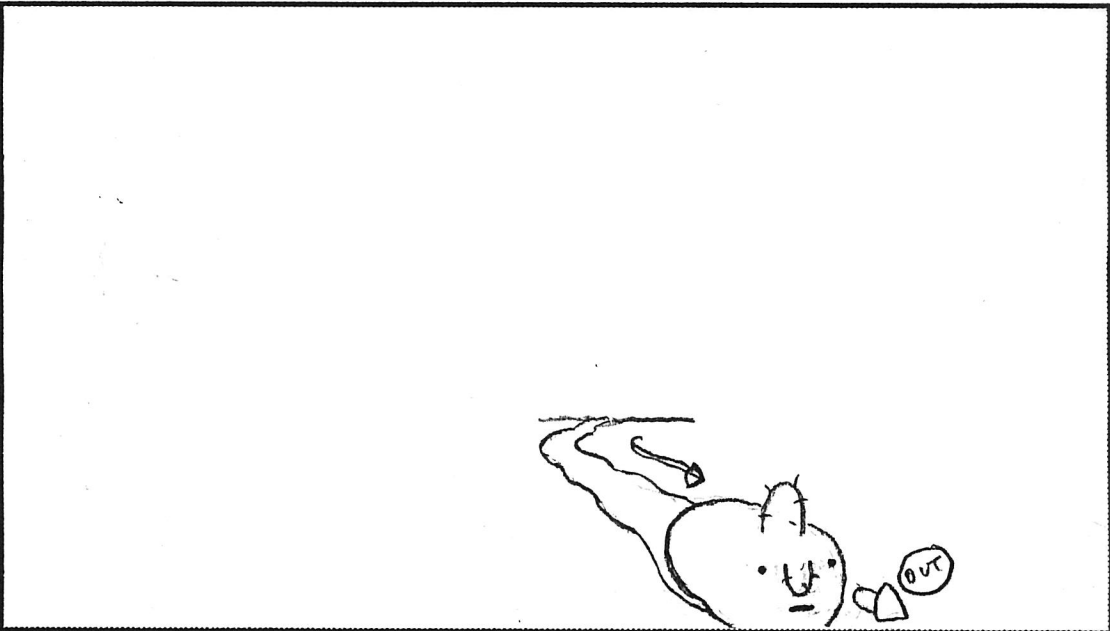


Sc. 54

Pnl. B

Bg.

day night



Dialog:

(F):(OFFS) LARD!

Action:

- SEA LARD WORMS ON/S.

- SEA LARD CRAWLS OFF/S.

Timing:



1034-235

EPISODE #

Production:



# ADVENTURE TIME



Page 88

Sc. 54

Pnl. C

**Bg.**

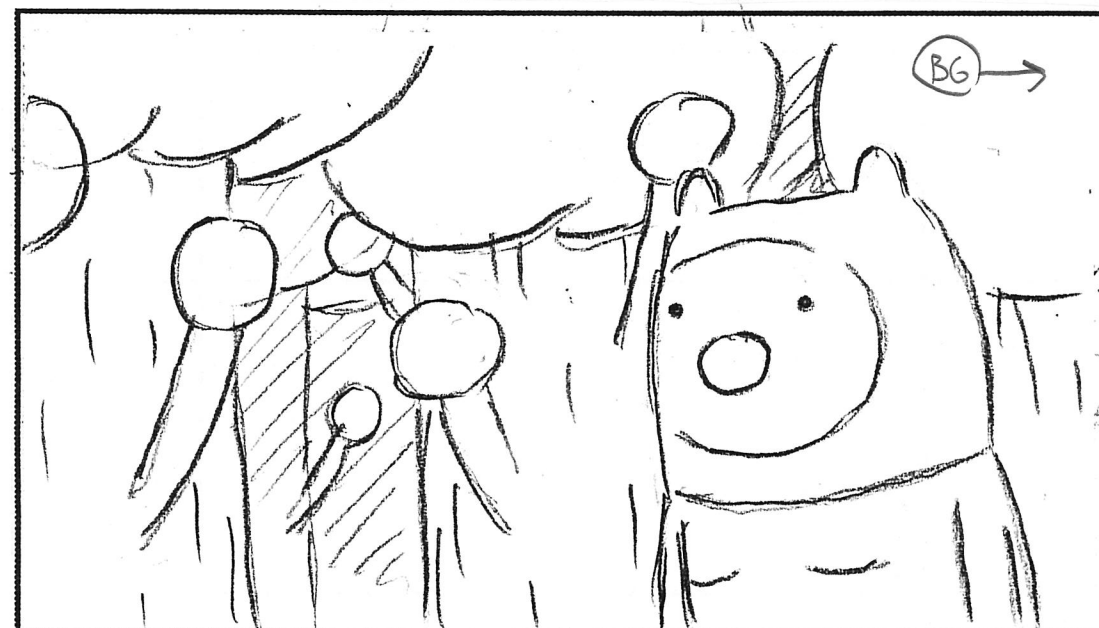
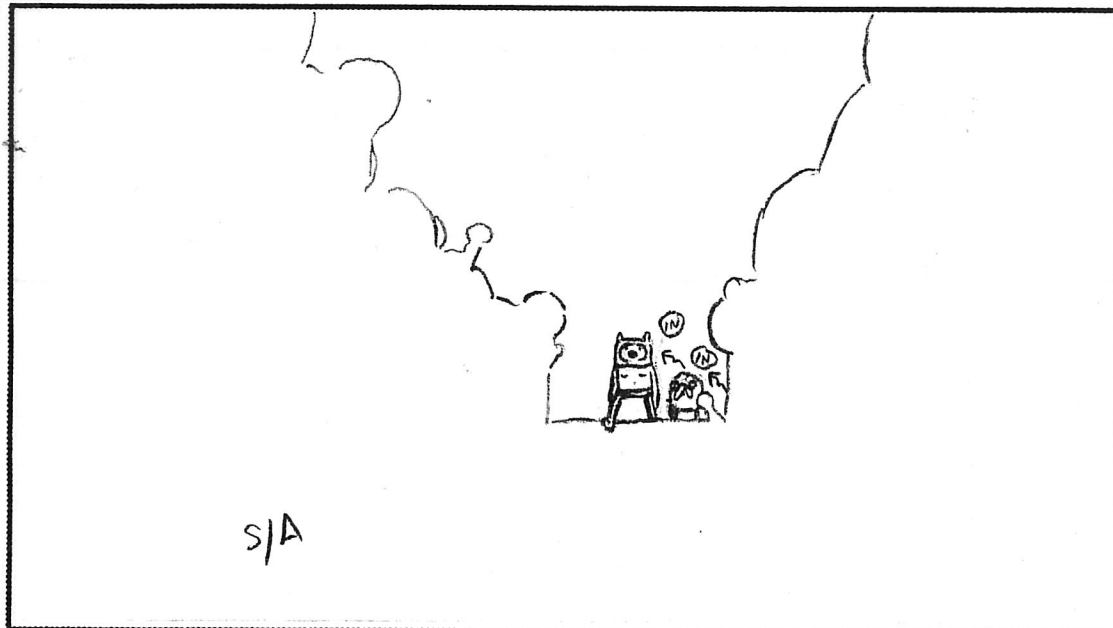
**day    night**

Sc. 55

**Pnl.**

**Bg.**

**day    night**



**Dialog:**

⑦: LA - ARD!

⑦: LAA ~ AAAARD  $\rightarrow$   
♯

**Action:**

- FINN AND JAKE WALK OVER HILL.

**Timing:**

**EPISODE #**

1034-235

**Production:**

# ADVENTURE TIME



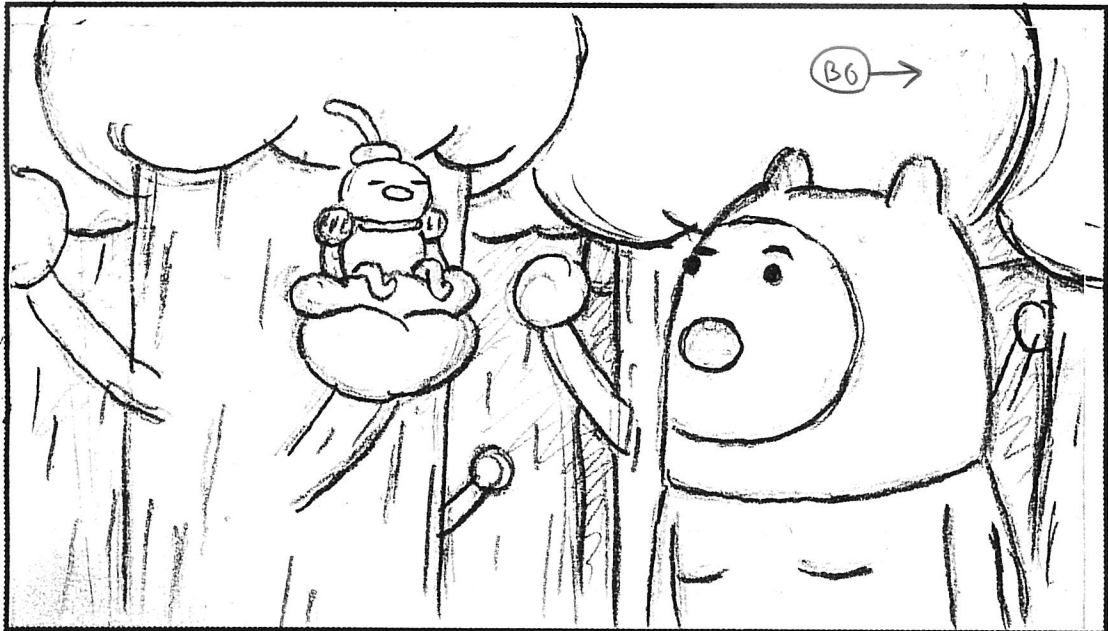
Page 89

Sc. 55

Pnl. B

Bg.

day night

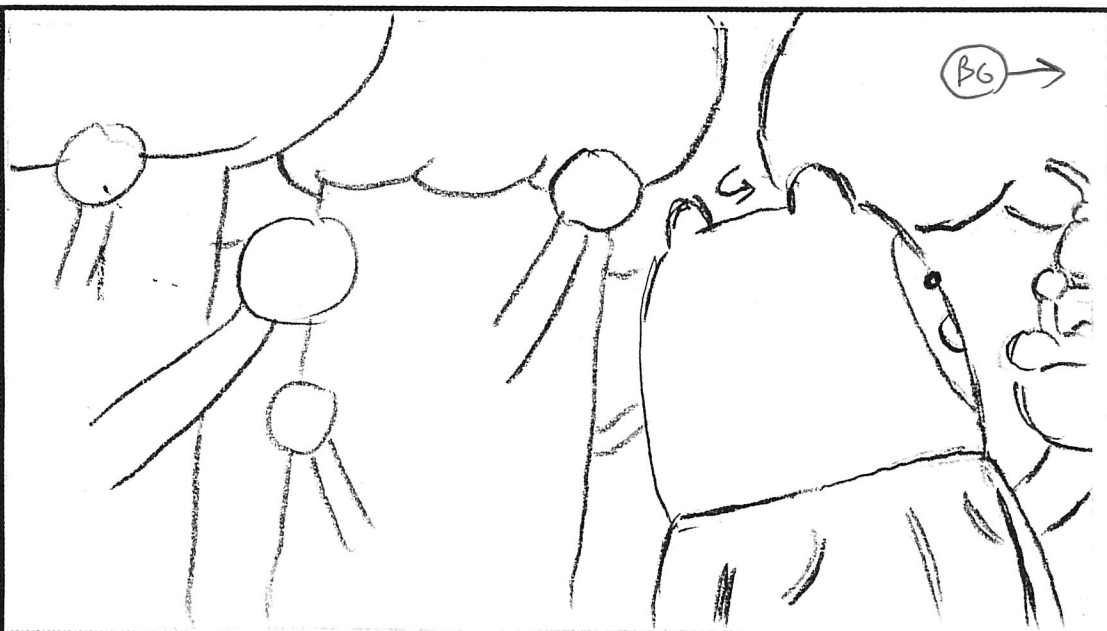


Sc. 55

Pnl. C

Bg.

day night



Dialog:	<p>CHOOSE GOOSE: GUARD. HARD. WARD. BARD.</p> <p>F: LALALALA LALALALA LALALALA LALALALA</p> <p>F: LA ~ ~ ~ ARD</p>
Action:	<p>WEIRD - CHOOSE GOOSE SITS IN TREE,</p> <p>- F. LOOKS BACK AS HE PASSES CHOOSE GOOSE.</p>
Timing:	

Production:

EPISODE #

1034-235

# ADVENTURE TIME



Page 90

Sc. 56

Pnl. A

Bg.

day night

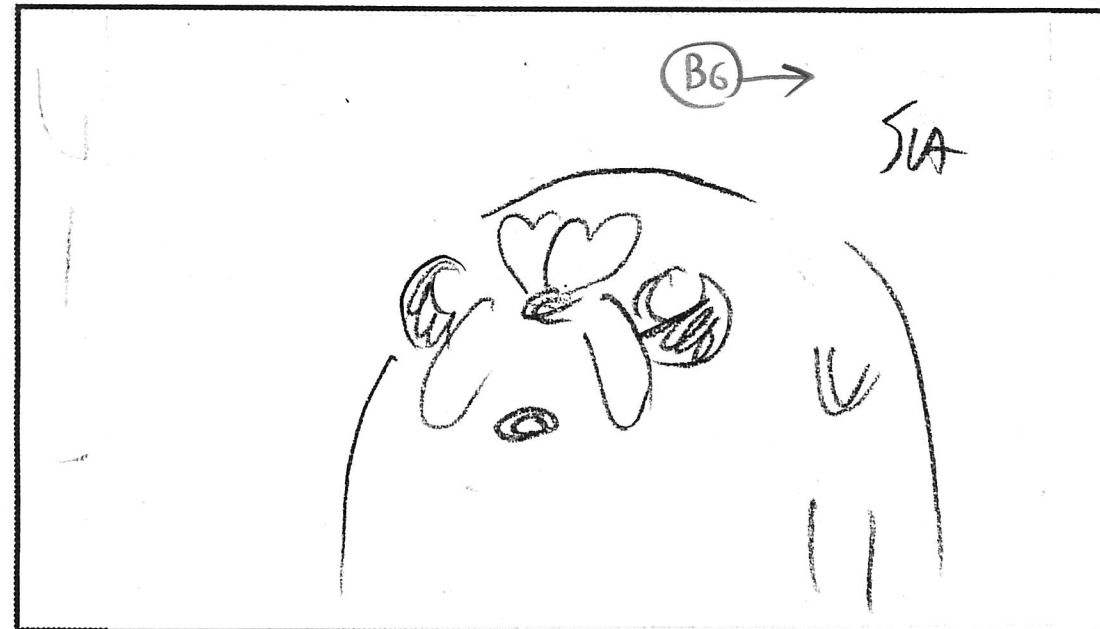


Sc. 56

Pnl. B

Bg.

day night



Dialog:

① YOU ARE CRAZY.

② YOU ARE SOOO CRAZY.

Action:

- LADY - BUTTERFLY ON  
JAKE'S NOSE

[ DIALOG FROM AT PILOT ]

Timing:

1034-235

EPISODE #

Production:



# ADVENTURE TIME



Sc. 57

Pnl. A

Bg.

day night

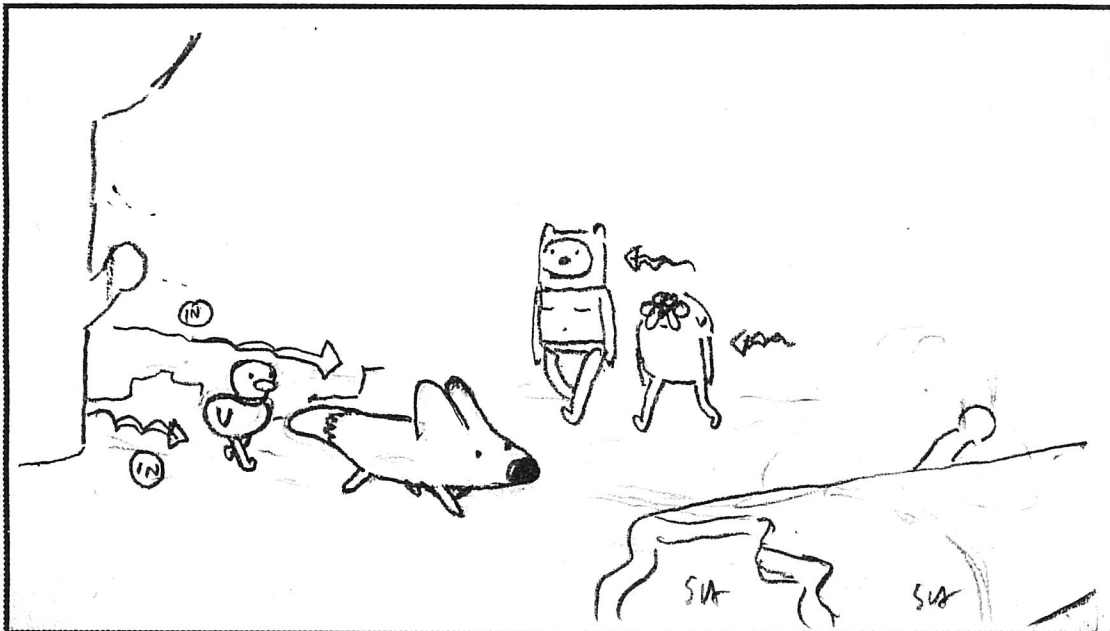


Sc. 57

Pnl. B

Bg.

day night



Dialog:

Ⓕ : EVERYTHING'S LIKE, WOOKY HERE--  
IT'S FAMILIAR --

Ⓕ : BUT WEIRD --

Action:

-WEIRD MR. FOX AND BOOBAFINA  
WALK ON/S.

Timing:

EPISODE #

Production:

1034-235

# ADVENTURE TIME



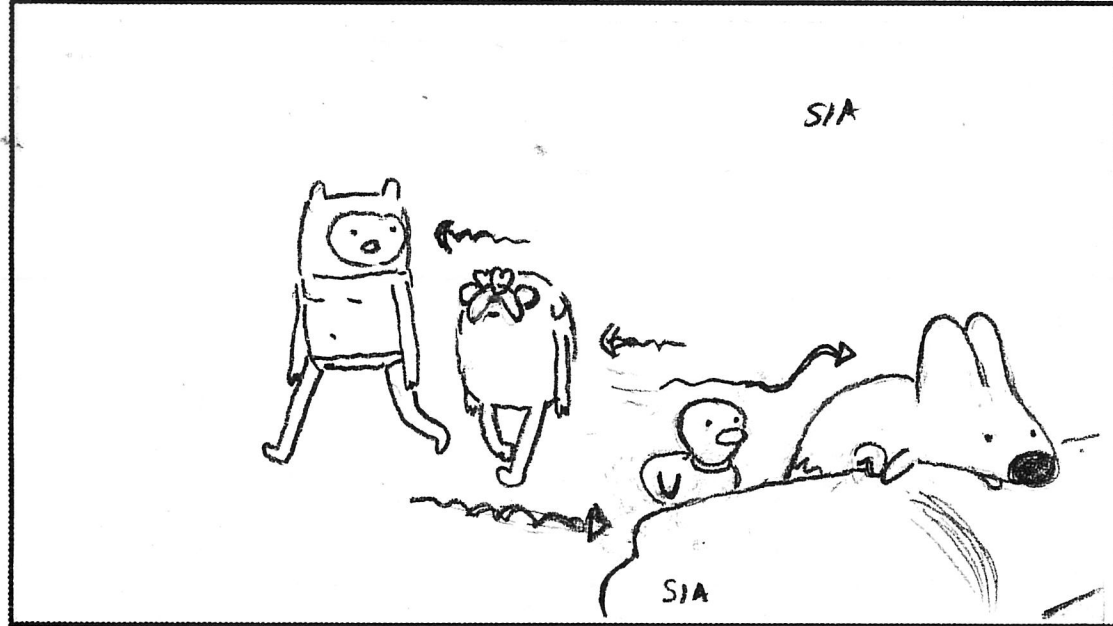
Page 92

Sc. 57

Pnl. C

Bg.

day night

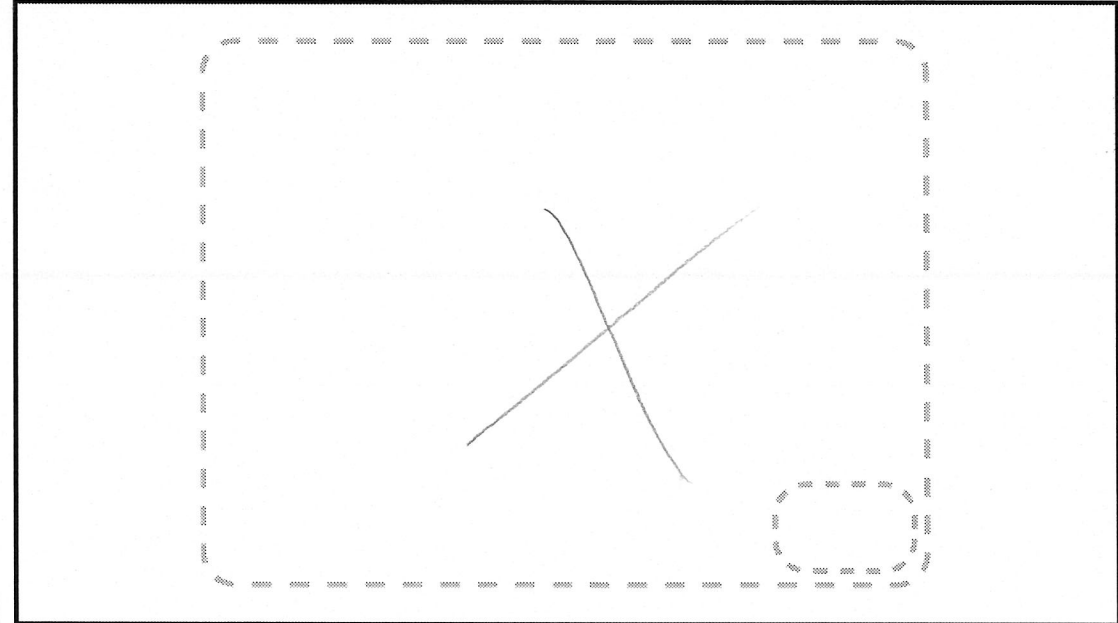


Sc.

Pnl.

Bg.

day night



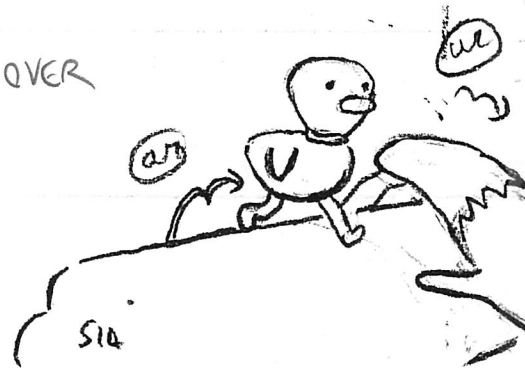
Dialog:

ⓕ = YET CUTE.

Action:

- MR. F AND B. CLIMB OVER LOG AND OFF.

Timing:



1034-235

EPISODE #

Production:

# ADVENTURE TIME



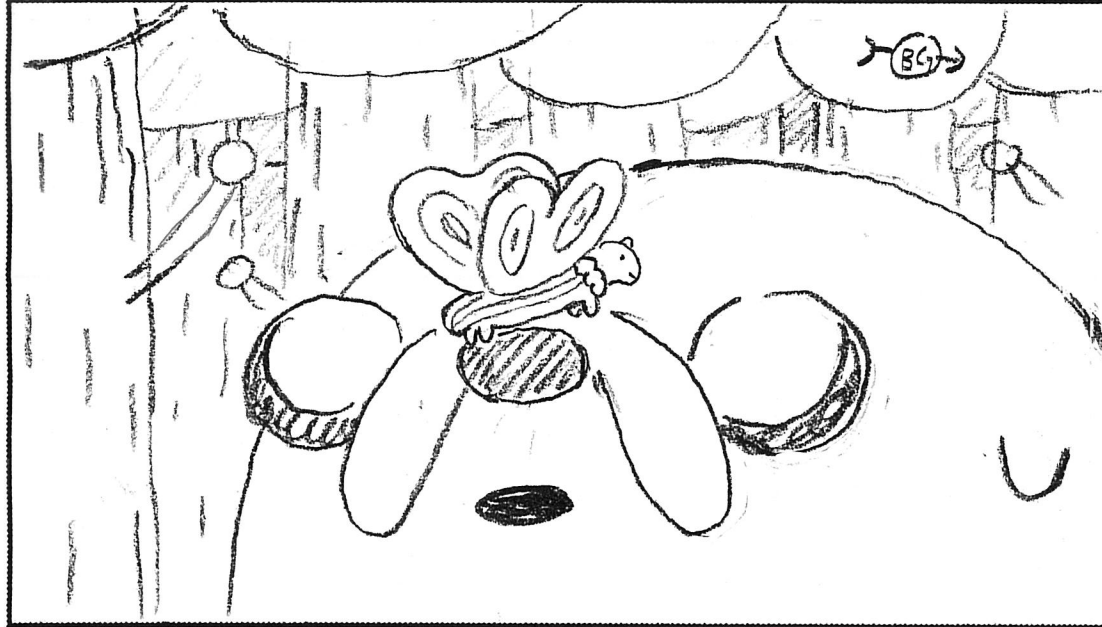
Page 93

Sc. 58

Pnl. A

Bg.

day night

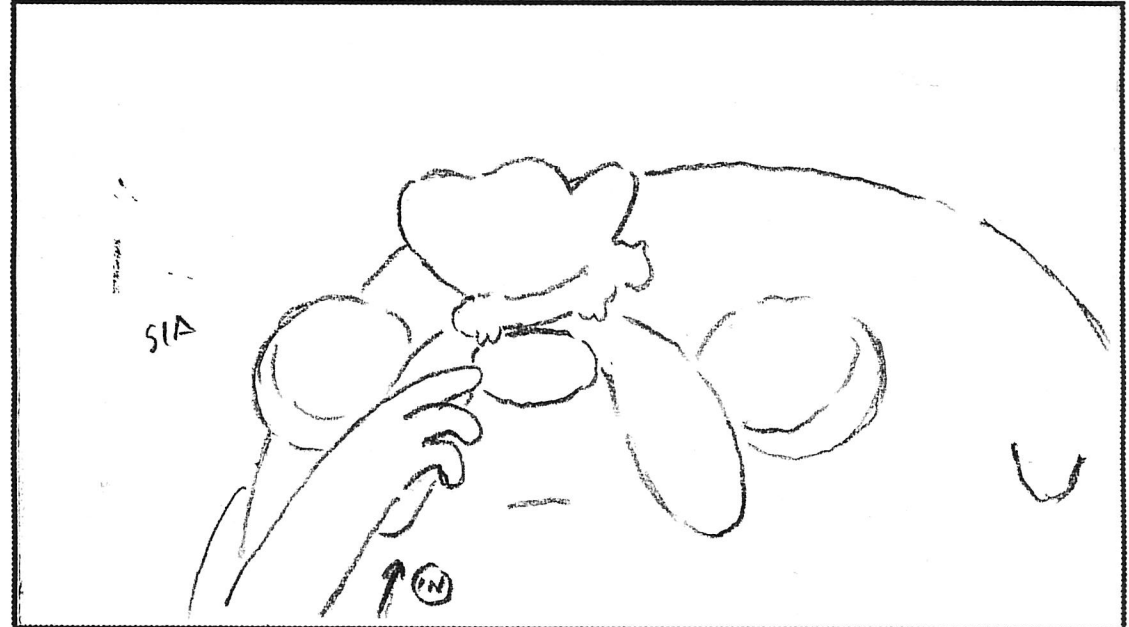


Sc. 58

Pnl. B

Bg.

day night



Dialog:

J: I LIKE IT.

Action:

- J CAREFULLY BRINGS HIS HANDS UP TO BUTTERFLY

Timing:

EPISODE #

1034-235

Production:



# ADVENTURE TIME



Page 94

Sc. 58

Pnl. C

Bg.

day night

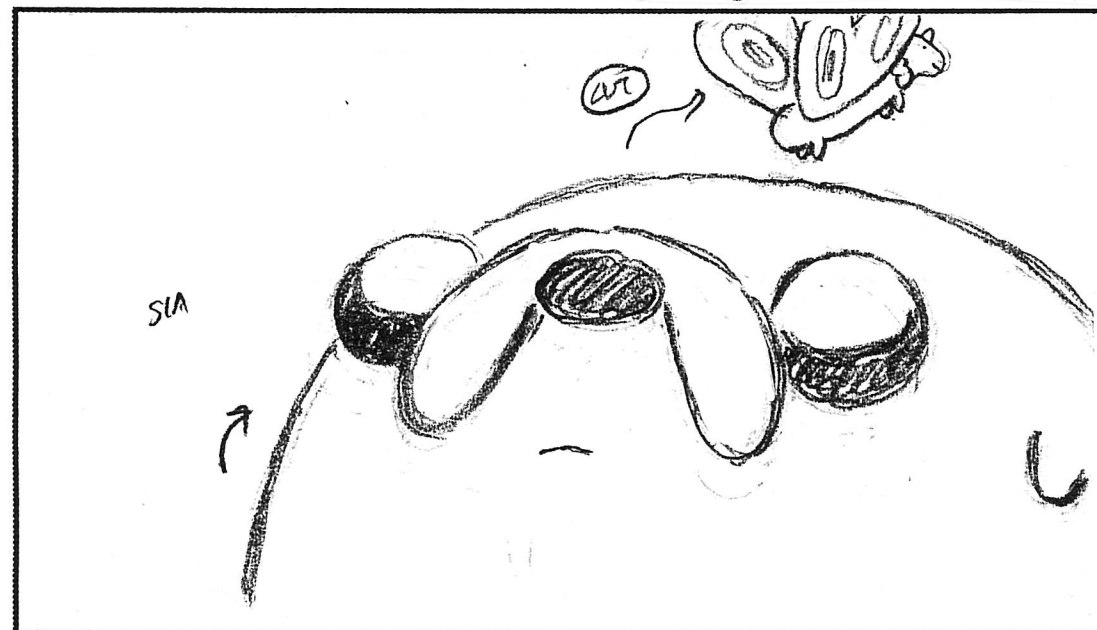


Sc. 58

Pnl. D

Bg.

day night



Dialog:

Action: — J TOUCHES BUTTERFLY

— BUTTERFLY IMMEDIATELY FLIES OFF

Timing:

EPISODE #

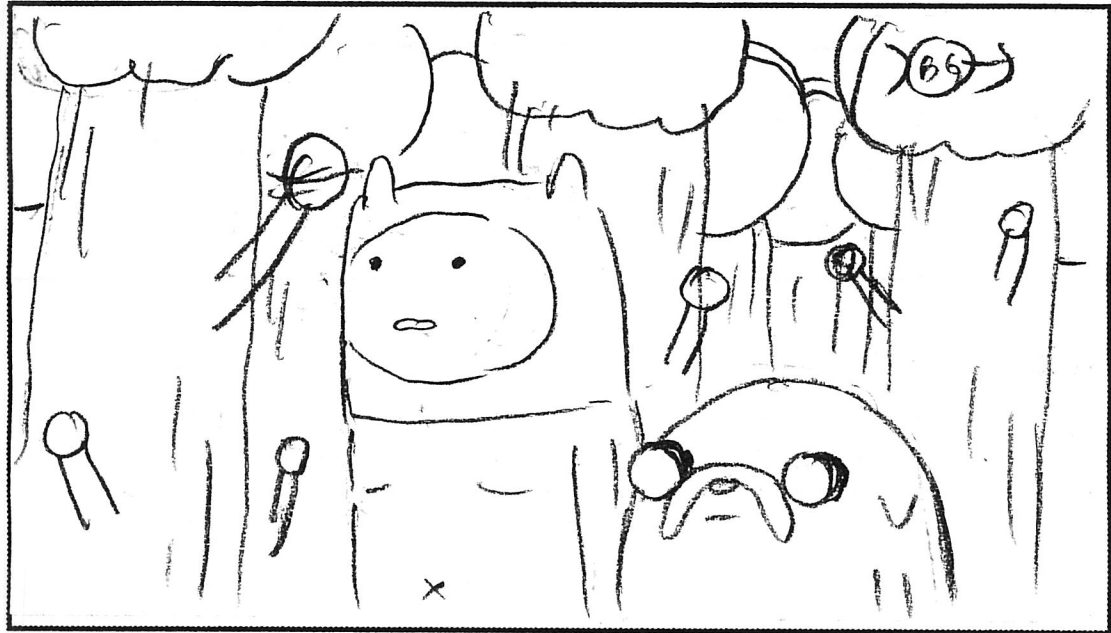
Production:

1034-235

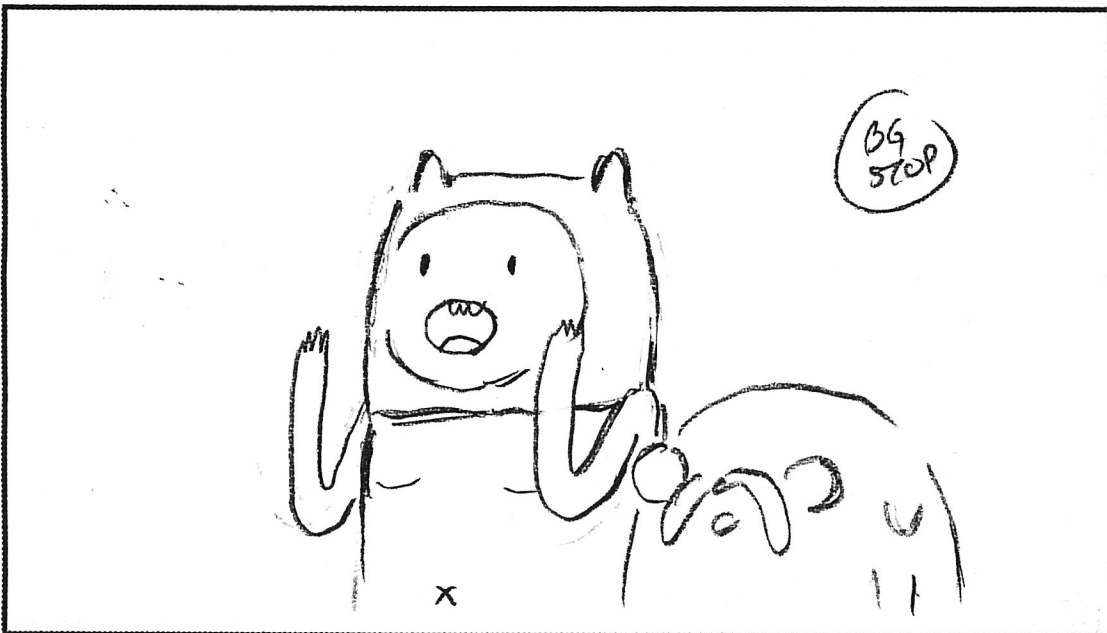
# ADVENTURE TIME



Sc. 59 Pnl. A Bg. day night



Sc. 59 Pnl. B Bg. day night



Dialog:	(F) : I DUNNO. KINDA MAKES ME FEEL ... NAKED?	(F) : (GASP)
Action:		
Timing:		

EPISODE # 1034-235  
Production:

# ADVENTURE TIME

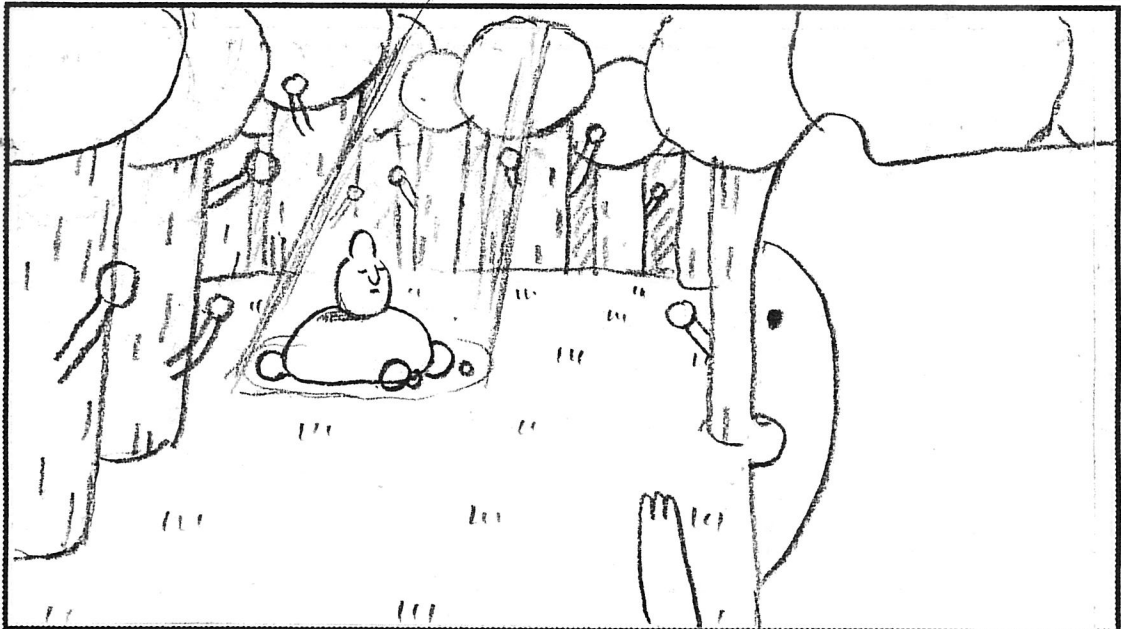


Sc. 60

Pnl. A

Bg.

day night

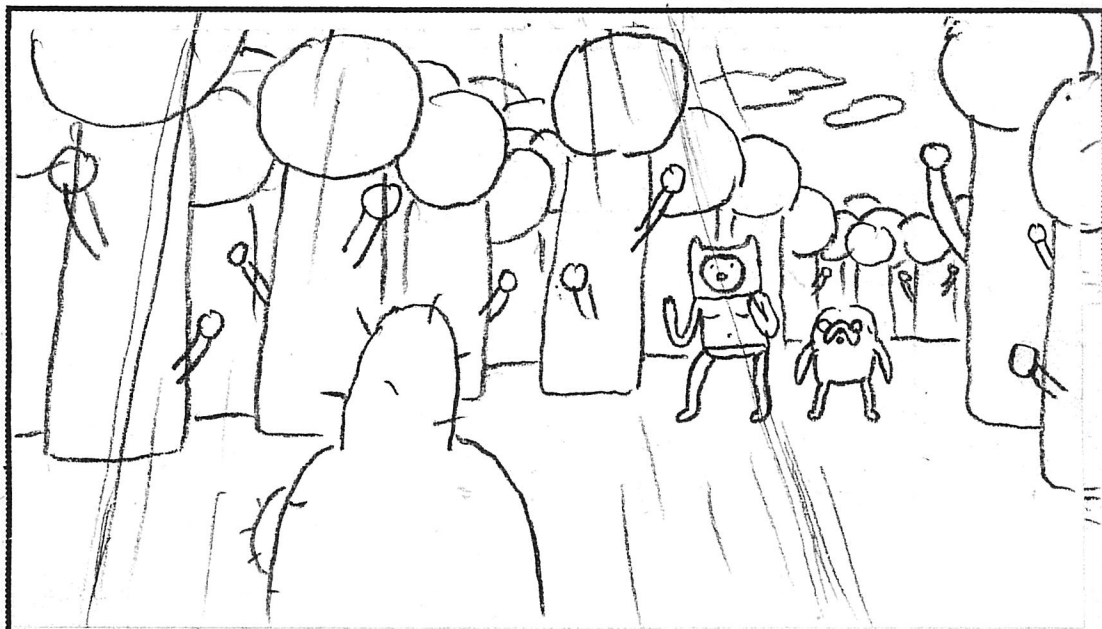


Sc. 61

Pnl. A

Bg.

day night



Dialog:

(F) (ANGELIC VOICE)  
LA-LA-LA-LAAA

Action:

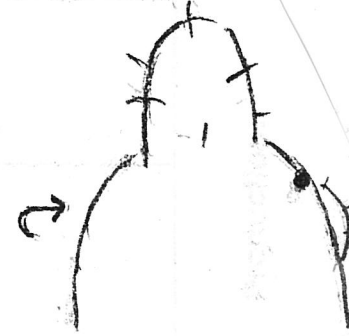
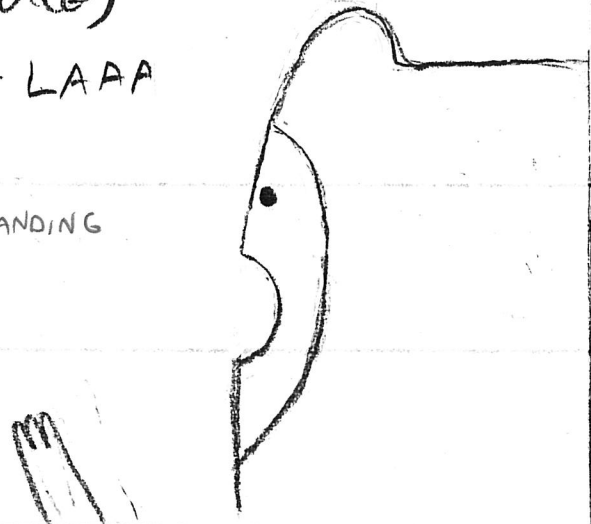
- F. SEES SEA LARD STANDING  
ON ROCK IN A BEAM  
OF LIGHT.

Timing:

(AI)

- SEA LARD TURNS  
ITS HEAD.

(AI)



EPISODE # 1034-235



# ADVENTURE TIME



Sc. 61

Pnl. B

Bg.

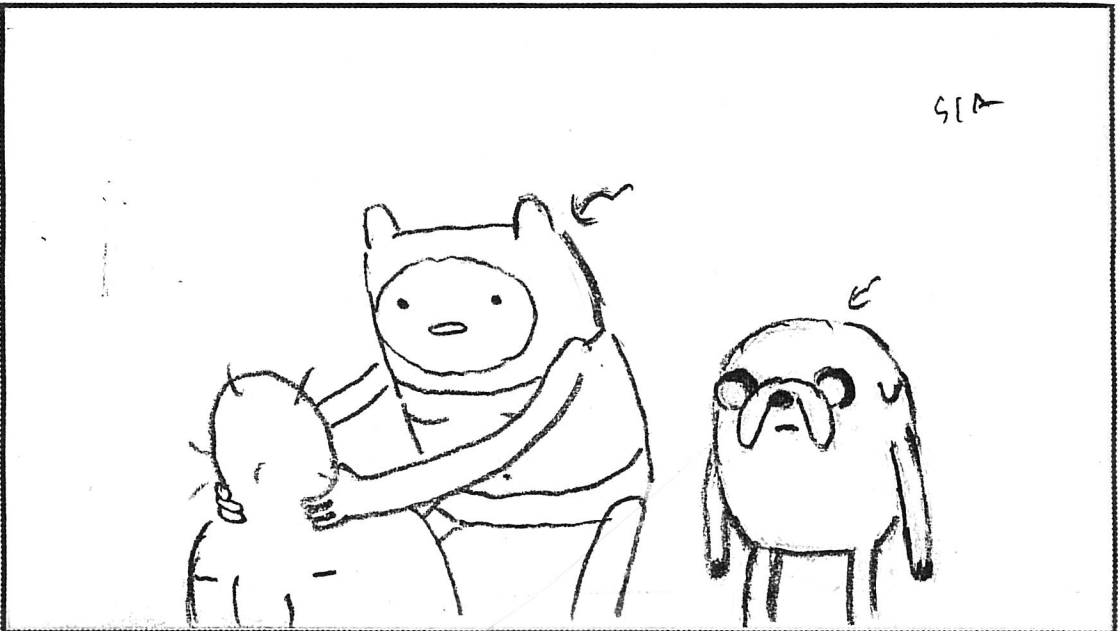
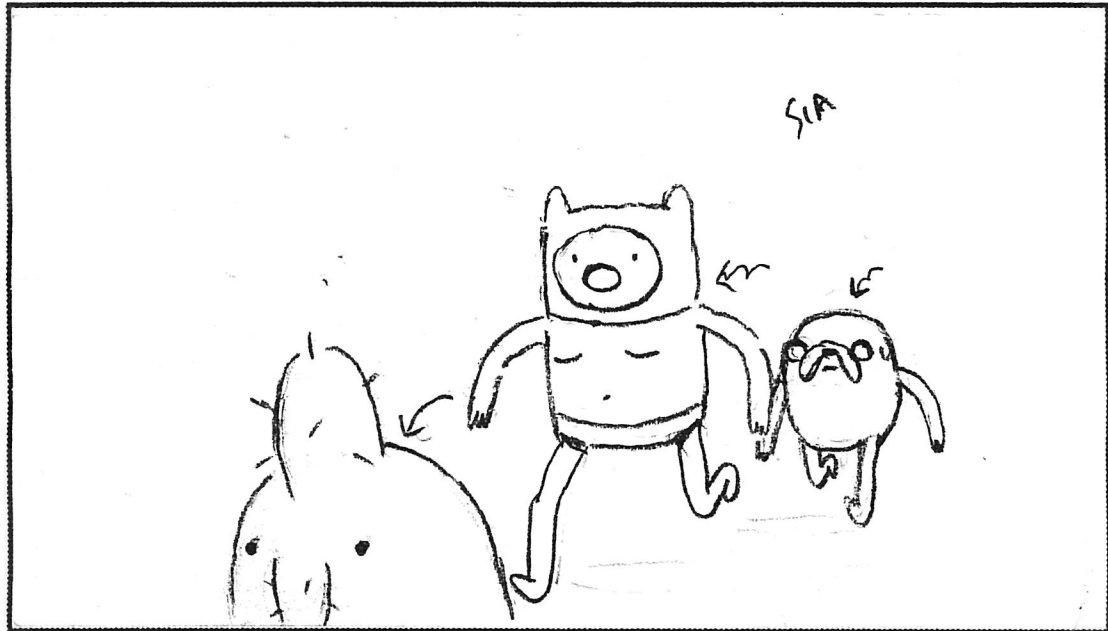
day night

Sc. 61

Pnl. C

Bg.

day night



Dialog:	
Action:	<p>- F+J RUN FORWARD</p> <p>- SEA LARD TURNS AWAY</p> <p>- F. PICKS UP SEA LARD.</p>
Timing:	

EPISODE # 1034-235  
Production:

ADVENTURE TIME

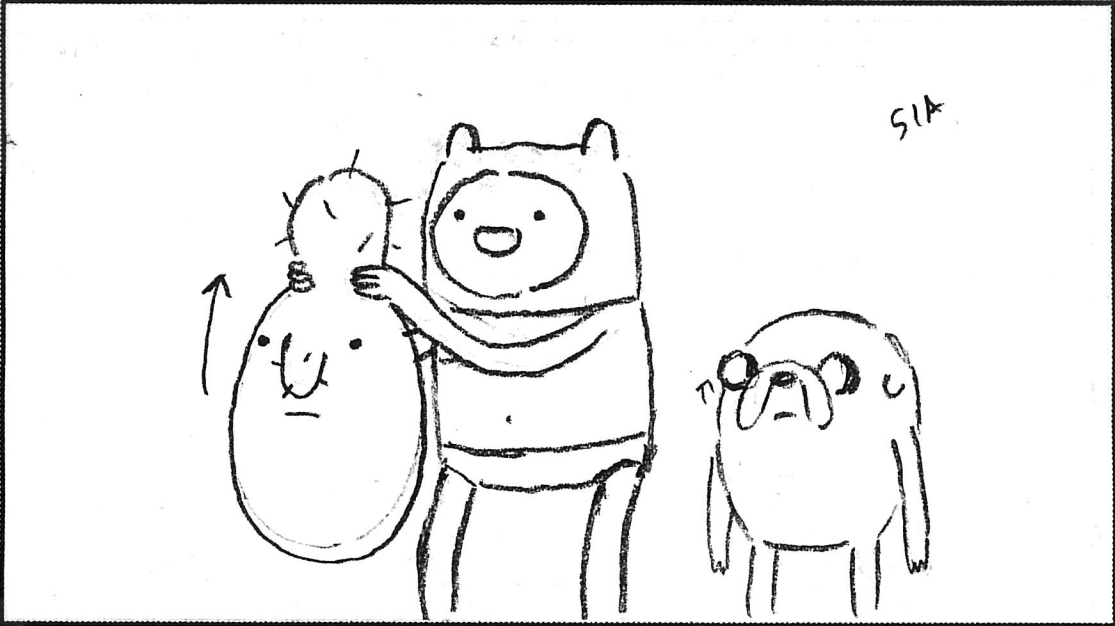


Sc. 61

Pnl. D

Bg.

day night

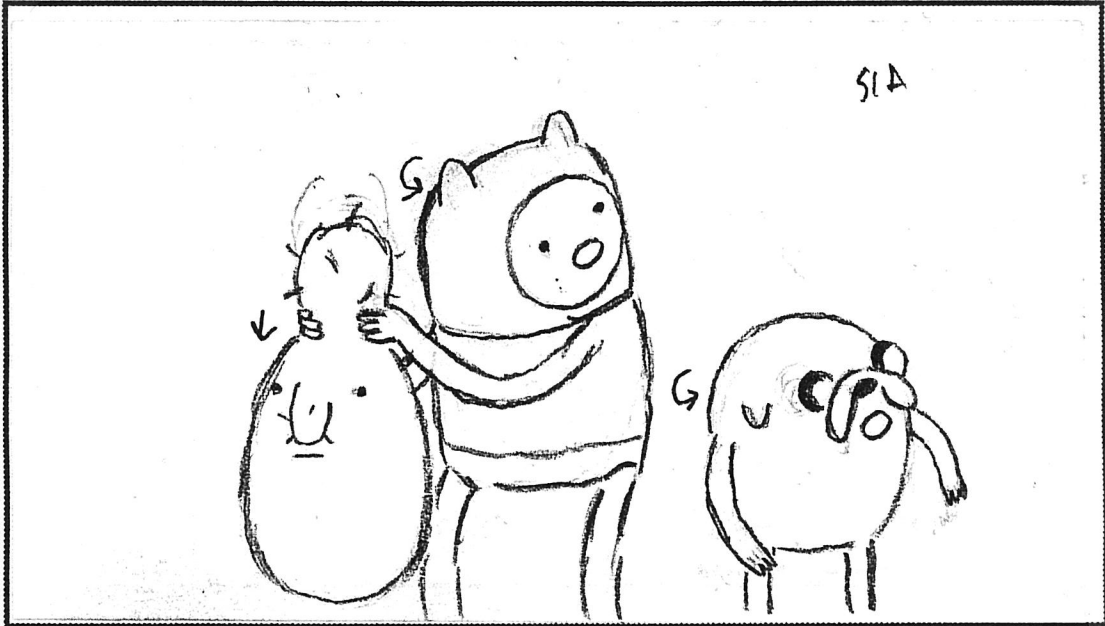


Sc. 61

Pnl. E

Bg.

day night



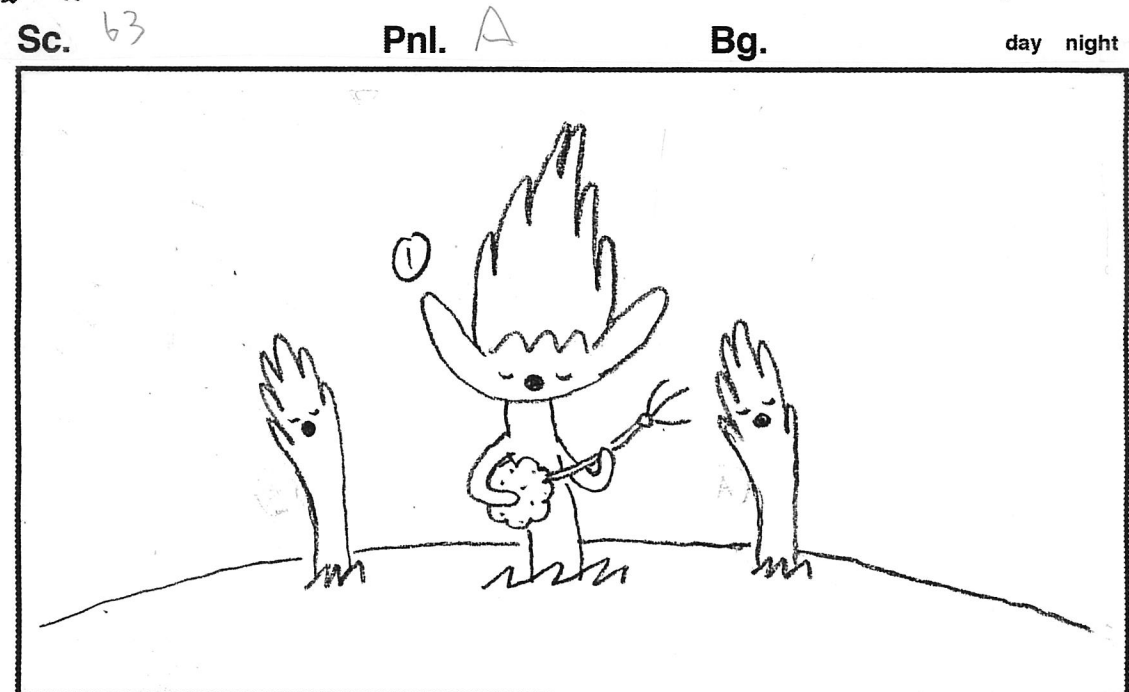
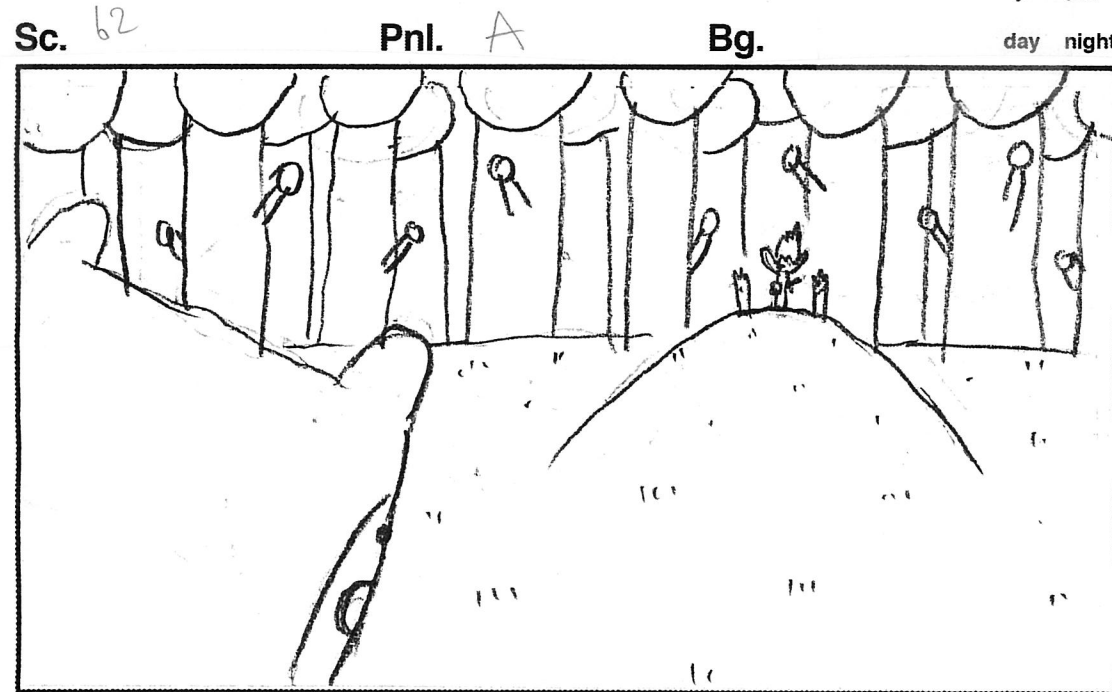
Dialog	(F) FINALLY, WE CAN TAKE YOU HOME.	FLOWER MARCY: ♪ HUMMING ♪ (MARCELINE VOICE)	(F)+(J) HU → UH?
Action:	-F+J TURN.		
Timing:			

1034-235  
EPISODE #  
Production:

# ADVENTURE TIME



Page 99



## Dialog:

FLOWER  
MARCY: A ONE AND A TWO...

## Action:

- MARCY FLOWER  
- SWAYING HER  
HEAD

## Timing:

FLOWER  
MARCY: ① I'D ② RATHER  
BE ANYTHING  
BACKUP  
SINGERS: (NO LYRICS)

- FM: DIPS FORWARD/STRUMS BANDEON  
GUITAR  
- BSS SWAY TO THE SIDE  
(THEY SWAY BACK + FORTH  
AT CONSTANT RHYTHM  
THRU SCENE)

- SPORES BREAK  
OFF WHEN  
STRUMMED,  
DISSIPATE



(NOTE): ANIM. SHOULD CUSHION  
INTO POSES / BE FLOWY

1034-235

EPISODE #

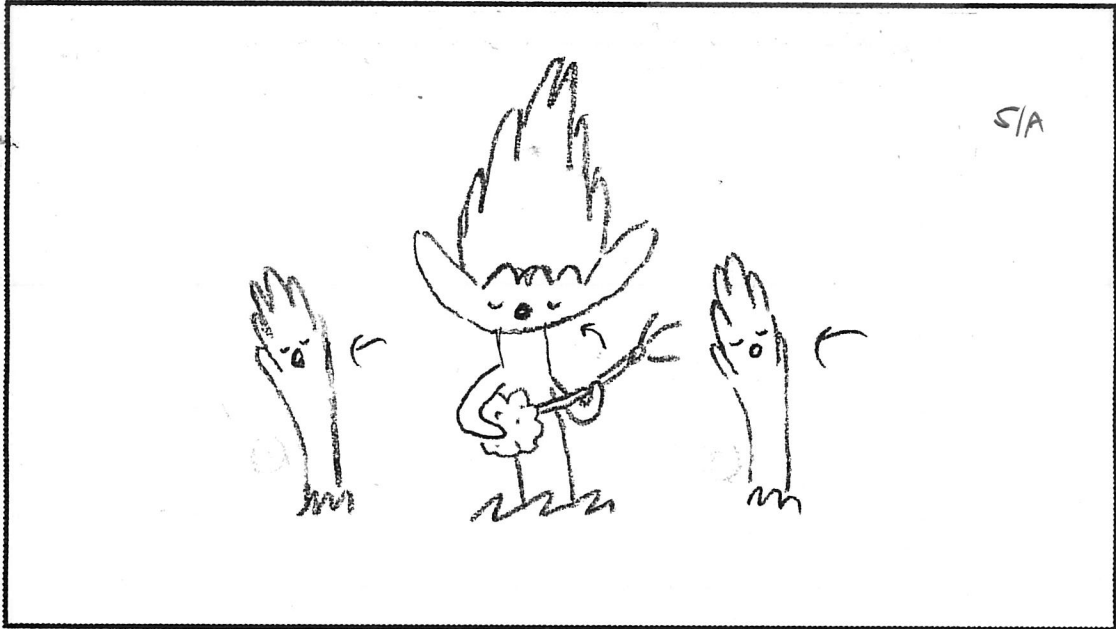


# ADVENTURE TIME

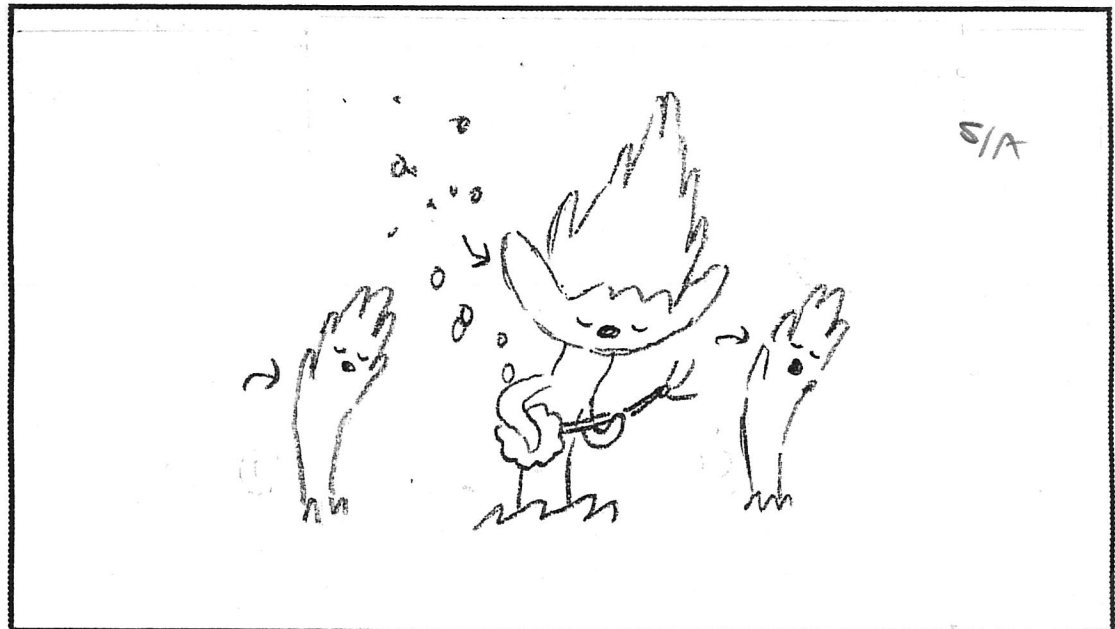


Page 100

Sc. 63 Pnl. B Bg. day night



Sc. 63 Pnl. C Bg. day night



Dialog: (FM): BUT ME.  
① A LEAF ON A ②

Action: - FM PULLS BACK  
- FM ANTICS STRUM

Timing:



(FM) ♪ TREE...  
A BUG OR A - - - ♪

- FM DIPS FORWARD/STRUMS  
- SPORES FLY UP/DISSAPATE

EPISODE # 1034-235  
Production:

# ADVENTURE TIME

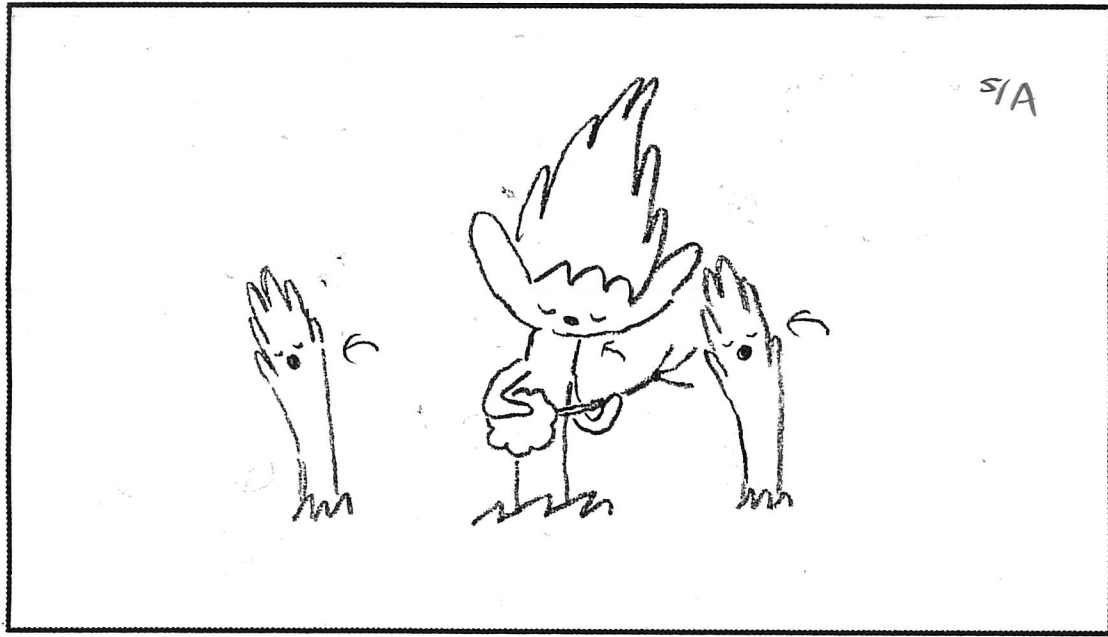


Sc. 63

Pnl. D

Bg.

day night

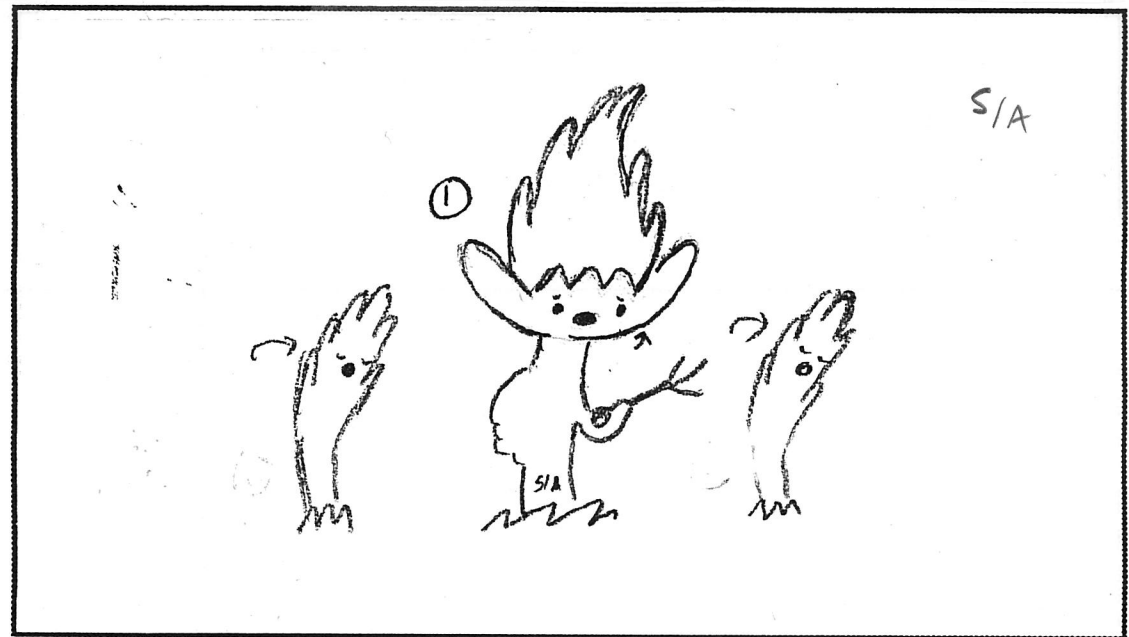


Sc. 63

Pnl. E

Bg.

day night



Dialog:

FM : BEE ...

Action:

- FM PULS BACK

FM : ① I JUST WANNA  
SEE THE ②

- FM OPENS EYES  
- FM ANTICS GUITAR STRUM

Timing:



EPISODE #

1034-235

# ADVENTURE TIME



Sc. 63

Pnl. F

Bg.

day night

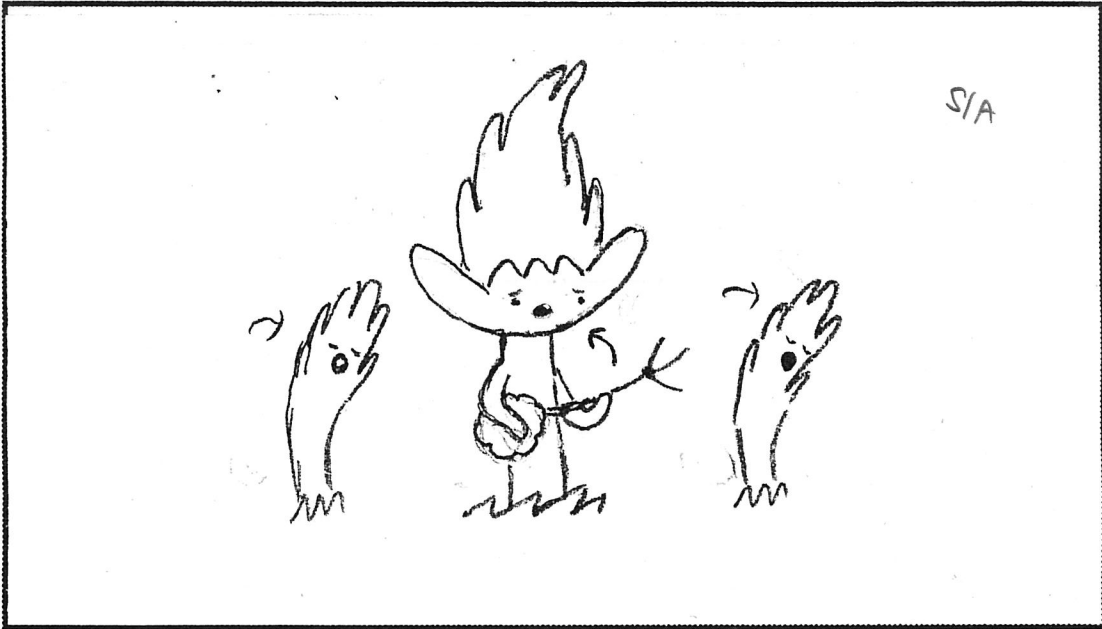


Sc. 63

Pnl. G

Bg.

day night



Dialog:

(FM): ♪ SEA...  
I WANNA BE -- ♪

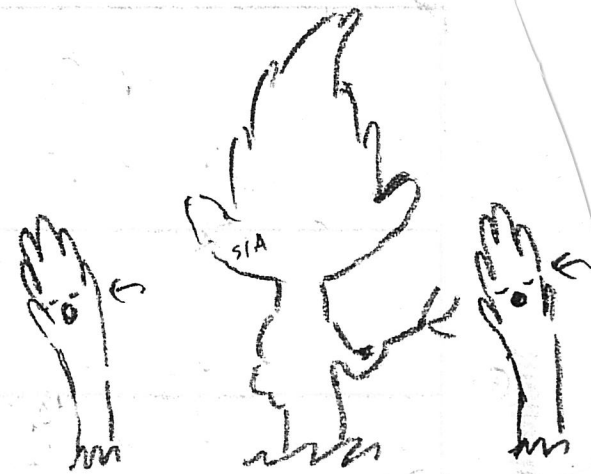
(FM): FREE FROM THIS  
BO- DY ♪  
(2)

Action:

- FM BENDS FORWARD SLIGHTLY / STRUMS  
- SPORES BREAK OFF / DISSIPATE

- FM PULS BACK

Timing:



1034-235

EPISODE #

Pr



# ADVENTURE TIME



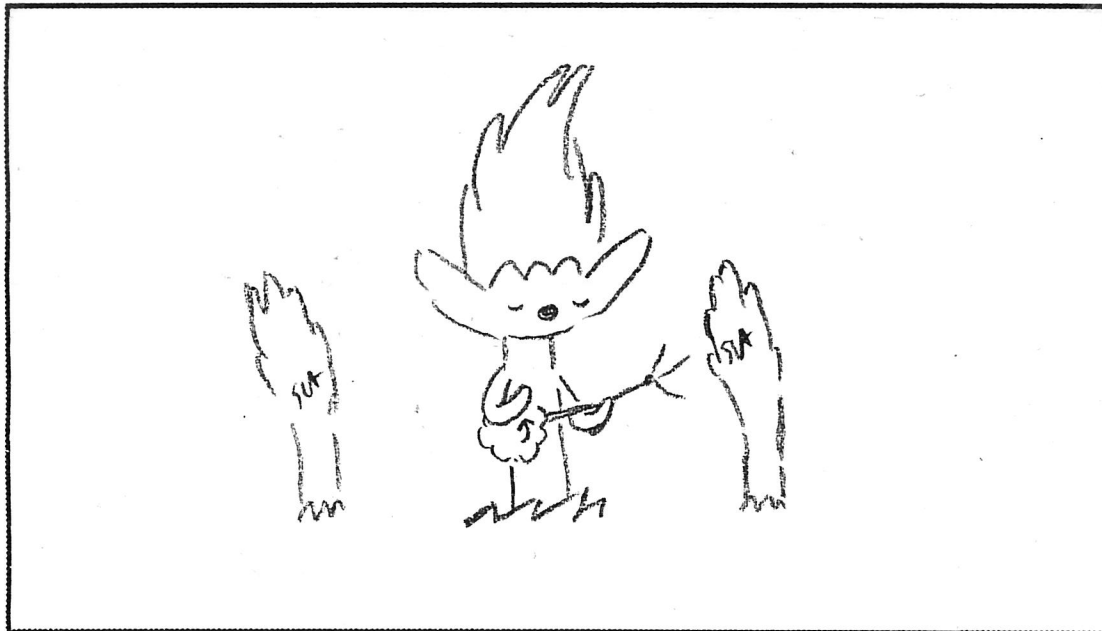
Page 103

Sc. 63

Pnl. H

Bg.

day night

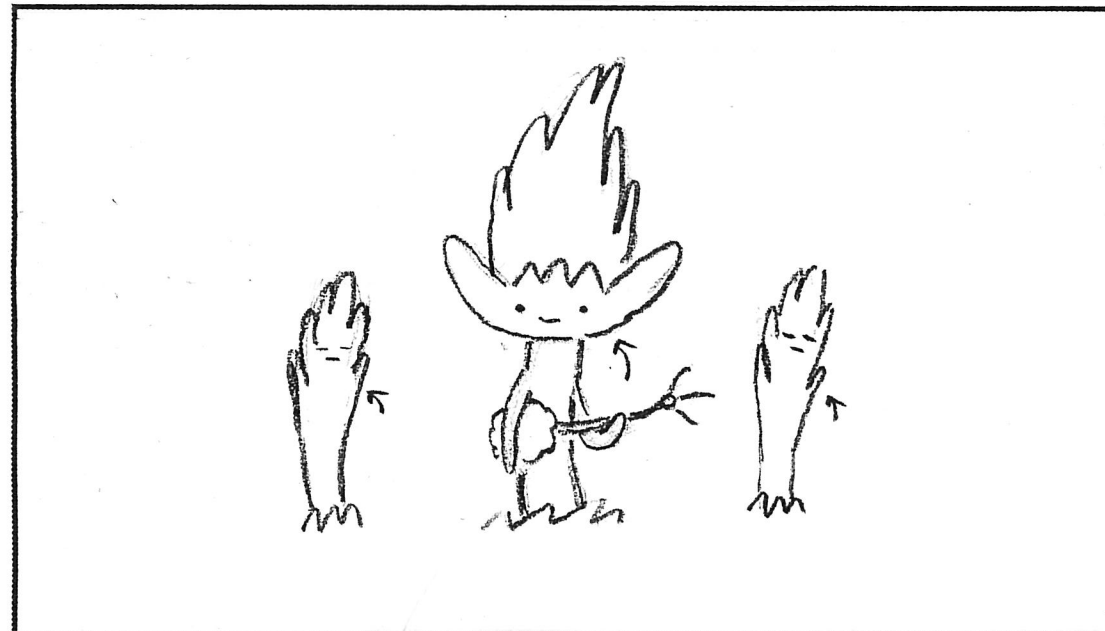


Sc. 63

Pnl. I

Bg.

day night



Dialog:

(FM) THIS FLOWER  
① BODY. ♪  
②

Action:

- FM ANTICS STRUM  
- FM STRUMS  
- SPORES BREAK OFF /  
DISSIPATE

Timing:



Production:

EPISODE #

1034-235

# ADVENTURE TIME



Page 104

Sc. 64

Pnl. A

Bg.

day night

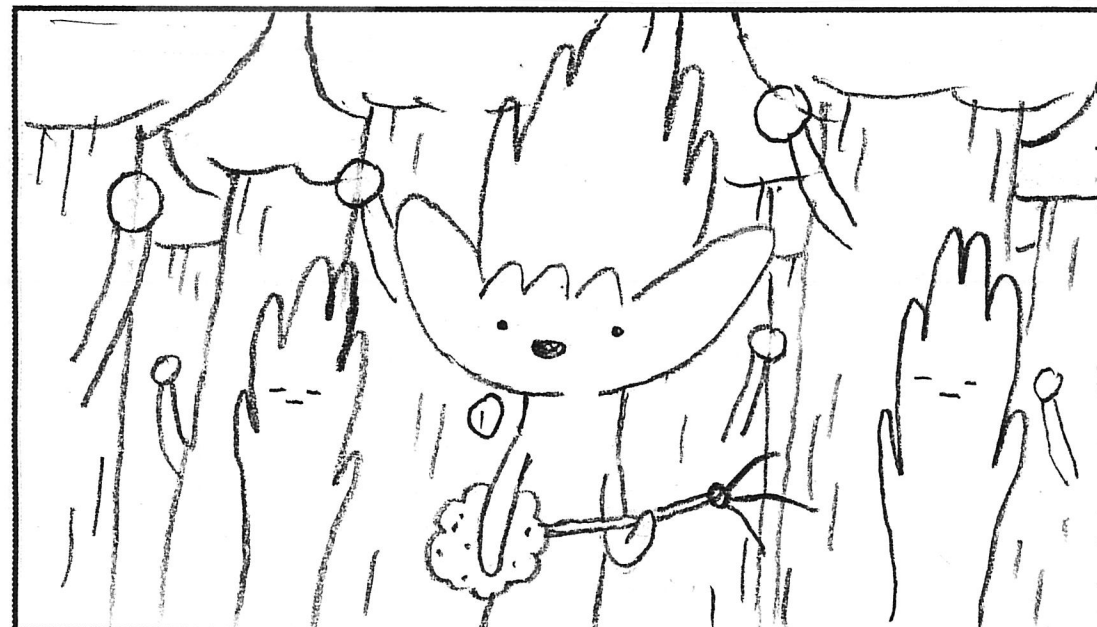


Sc. 65

Pnl. A

Bg.

day night



Dialog:

①: PLEASE DON'T CHANGE, YOU'RE PERFECT  
① THE WAY YOU ARE —  
②: I LOVE YOU

Action:

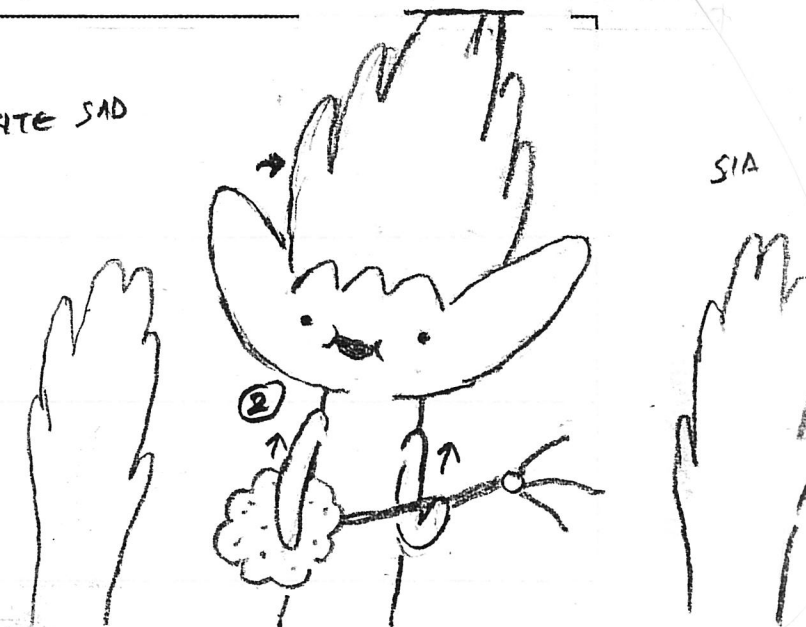
Timing:



MF: OH, I KNOW ①

I JUST LIKE TO WRITE SAD  
SONGS - ②

-M SHRUGS / COCKS  
HER HEAD TO THE SIDE  
SLIGHTLY



EPISODE #

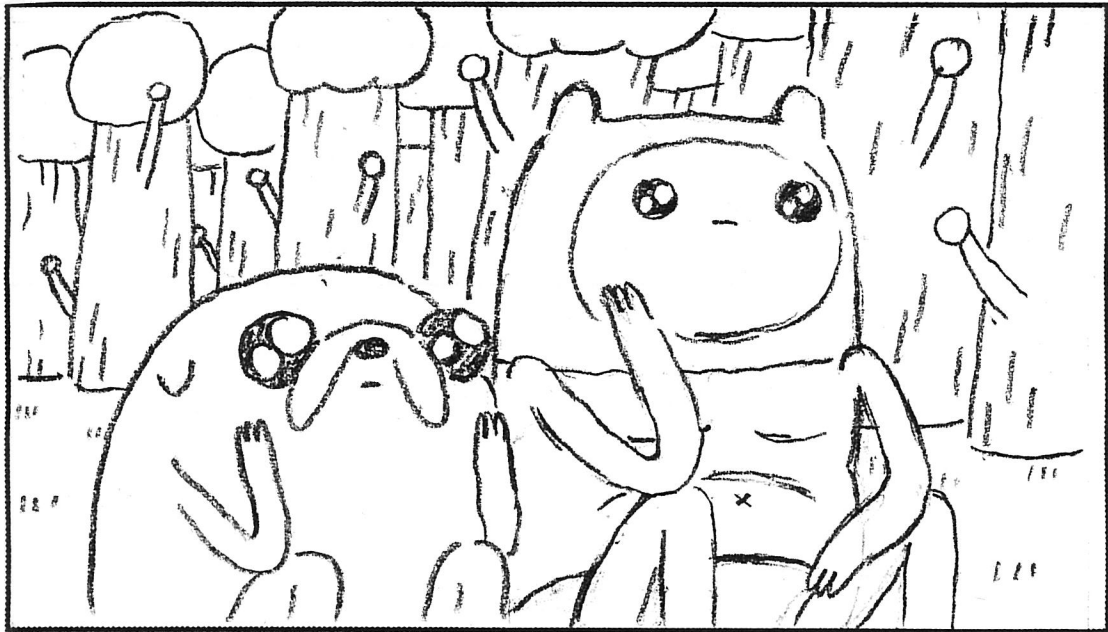
1034-235

SIA

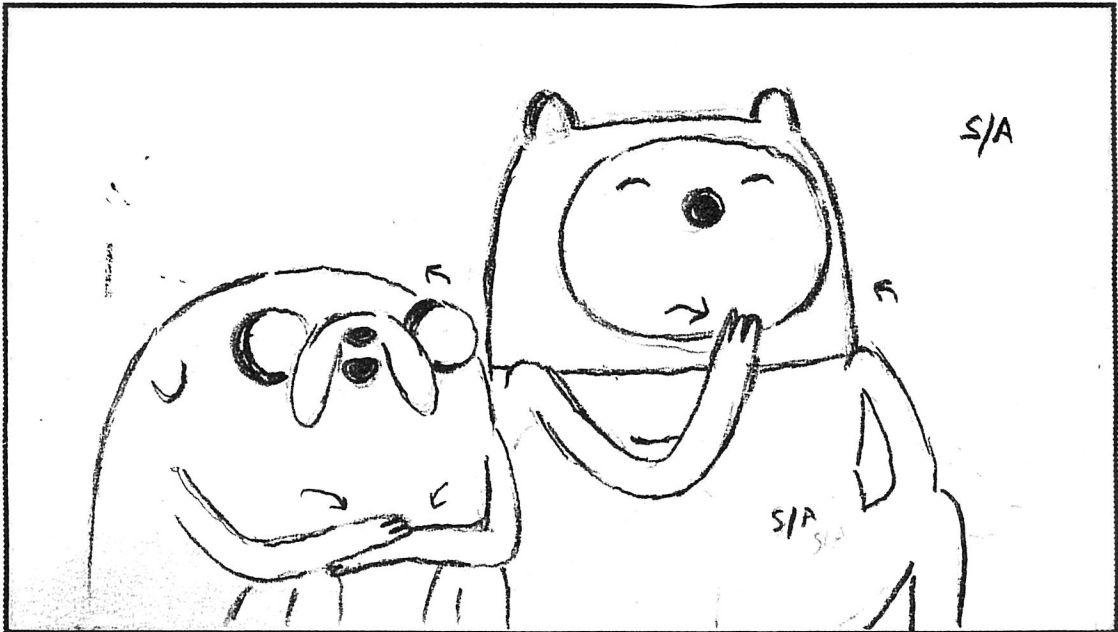
# ADVENTURE TIME



Sc. 66 Pnl. A Bg. day night



Sc. 66c Pnl. B Bg. day night



Dialog:	ⓔ/ⓓ = 0000 HH
Action:	
Timing:	

EPISODE # 1034-235  
Production:



# ADVENTURE TIME



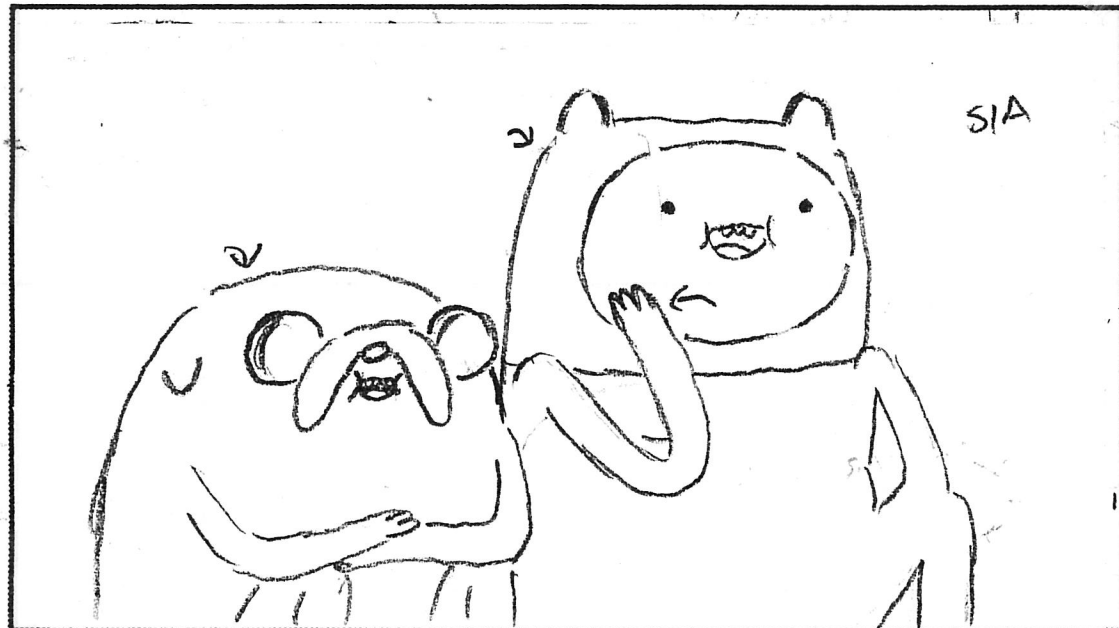
Page 106

Sc. 600

Pnl. C

Bg.

day night



Sc. 600

Pnl. D

Bg.

day night



Dialog:

Ⓕ/Ⓖ: HA HAHA -

Ⓕ: WAIT - - -

Action:

Timing:

EPISODE #

Production:

1034-235

ADVENTURE TIME



Sc. 66

Pnl. E

Bg.

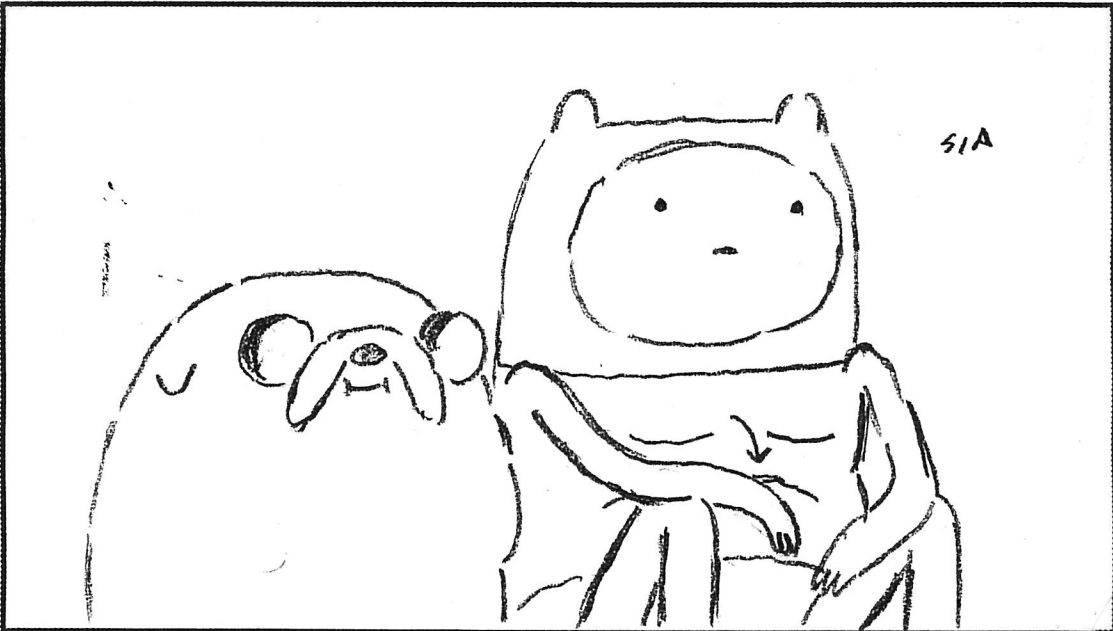
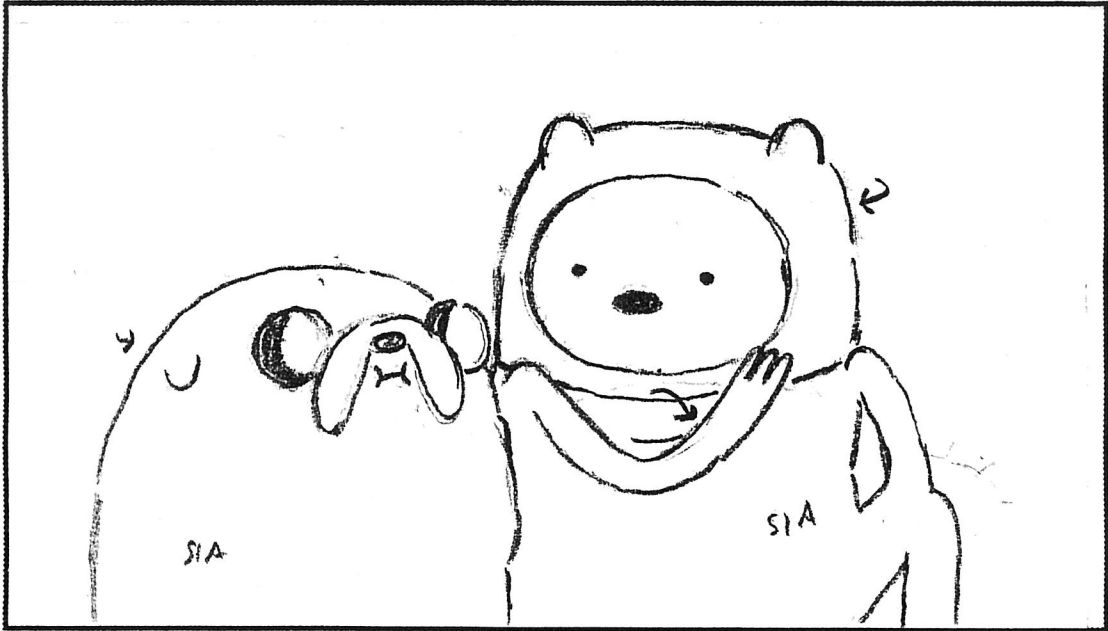
day night

Sc. 66

Pnl. F

Bg.

day night



Dialog:	<p>(F): HEY JAKE WHAT WERE WE JUST DOING...</p> <p>(MA)<sup>(OFFS)</sup>: CHASING THE ♪ FISH →</p>
Action:	<p>- FLOWER MARCY SINGS ANSWER</p>
Timing:	

EPISODE # 1034-235  
Production:

# ADVENTURE TIME

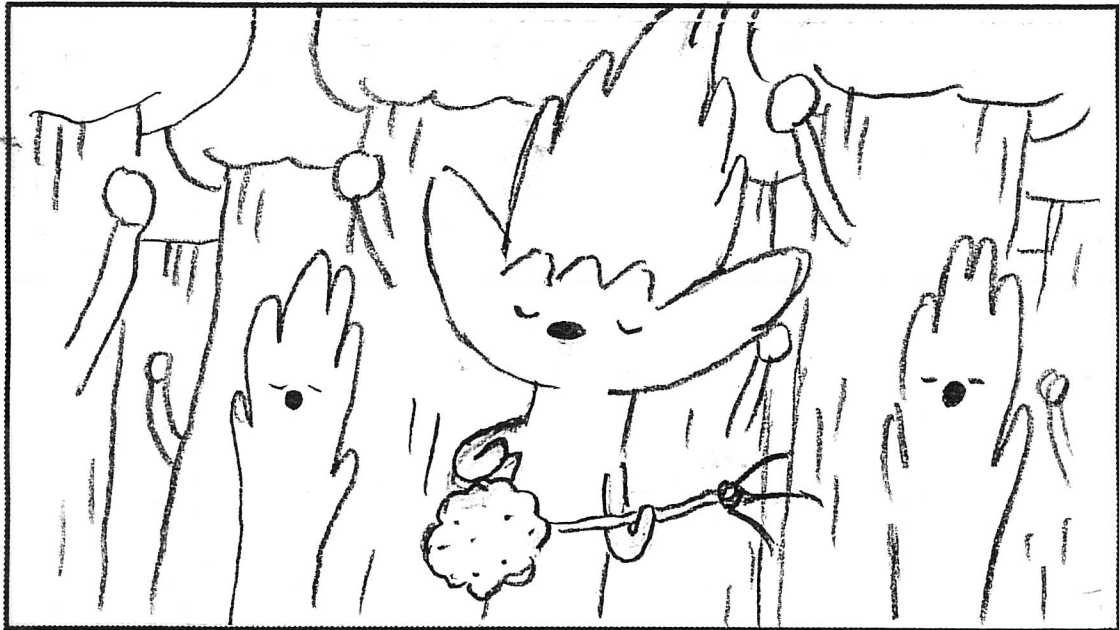


Sc. 67

Pnl. A

Bg.

day night



Sc. 67

Pnl. B

Bg.

day night



Dialog:

(MF) ♪ CHASING THE FISH... ♪  
BACKUP SINGERS: ♪ \_\_\_\_\_

(MF) AND IT'S  
GETTING AWAY~

Action:

- FM STRUMS GUITAR.

Timing:

1034-235

EPISODE #

Production:



# ADVENTURE TIME



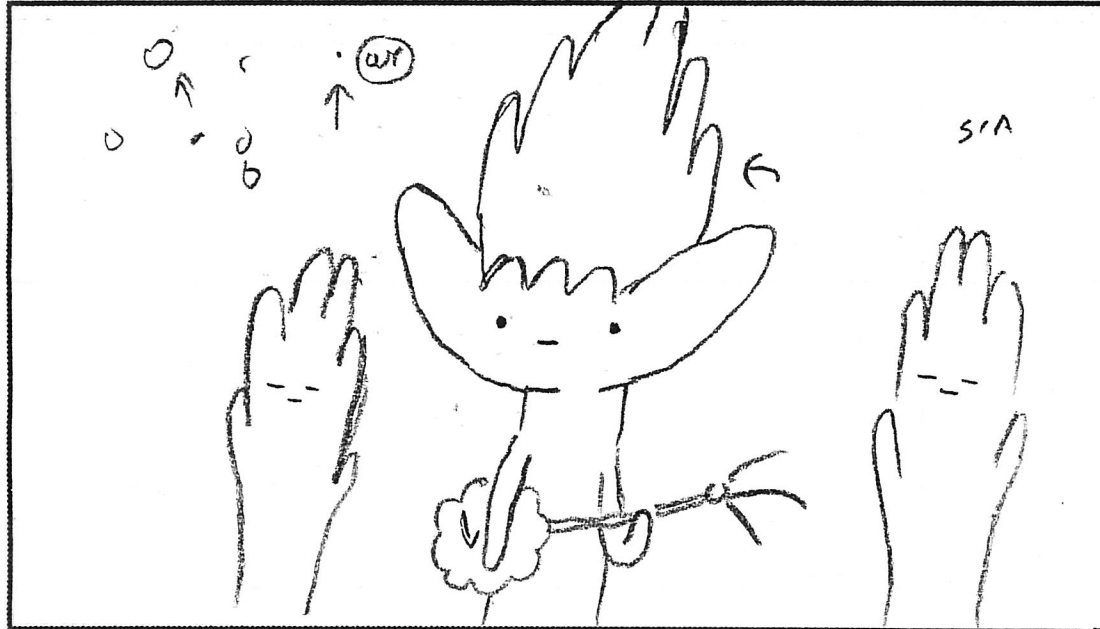
Page 109

Sc. 67

Pnl. C

Bg.

day night

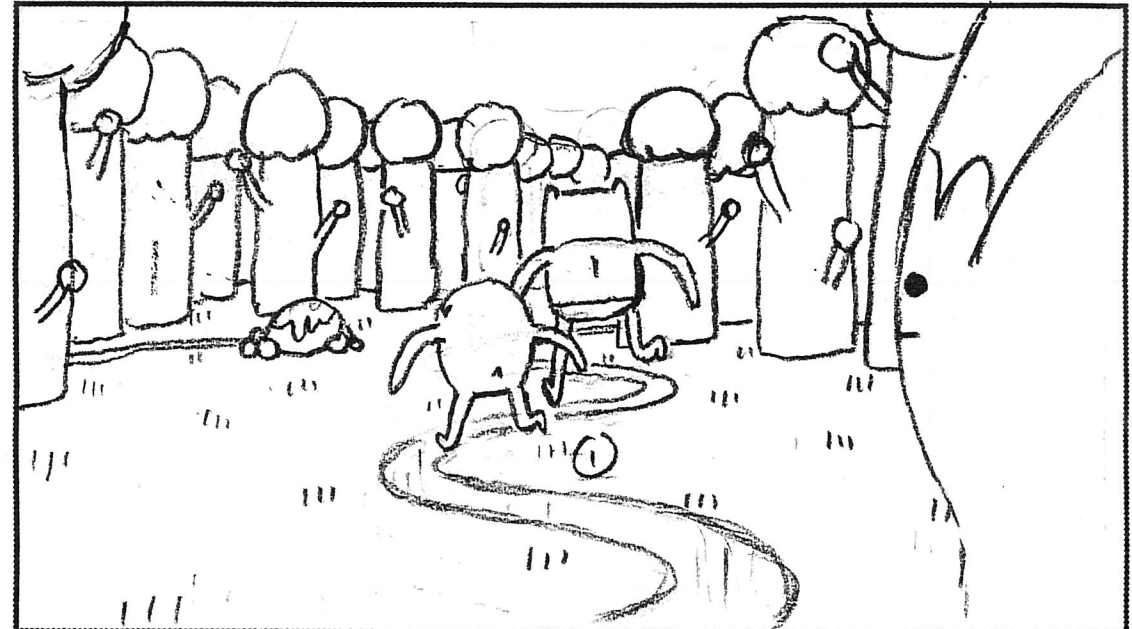


Sc. 68

Pnl. A

Bg.

day night



Dialog:

(F) : (OFF) S  
GET THAT LARD!

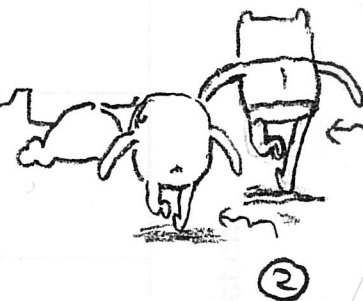
Action:

- F + J CHASE SLIME TRAIL

Timing:

1034-235

EPISODE #



# ADVENTURE TIME



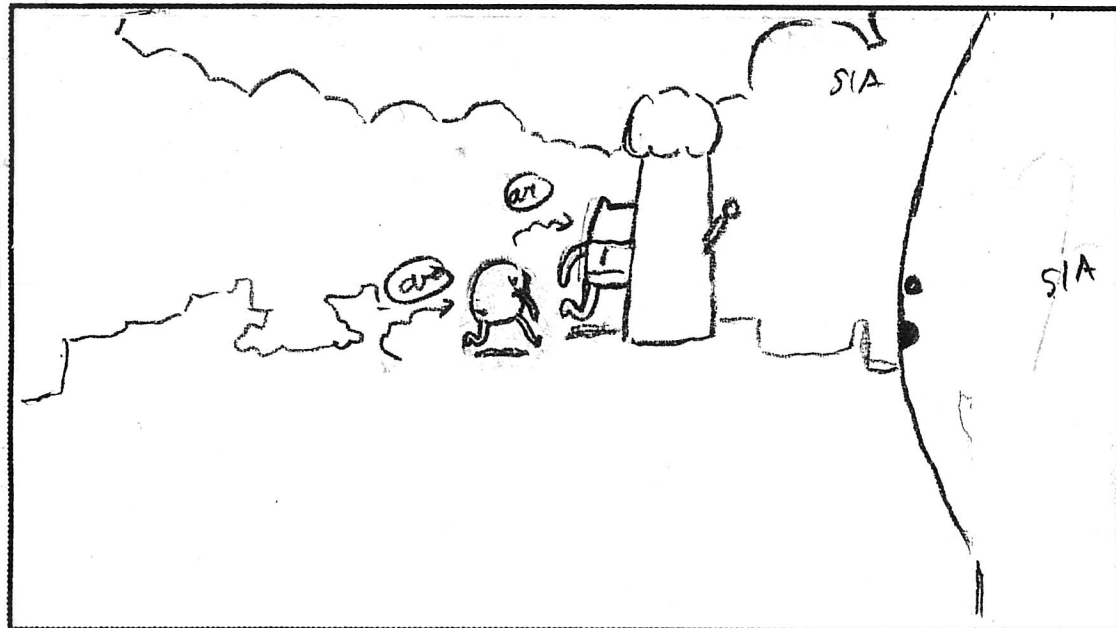
Page 110

Sc. 68

Pnl. B

Bg.

day night

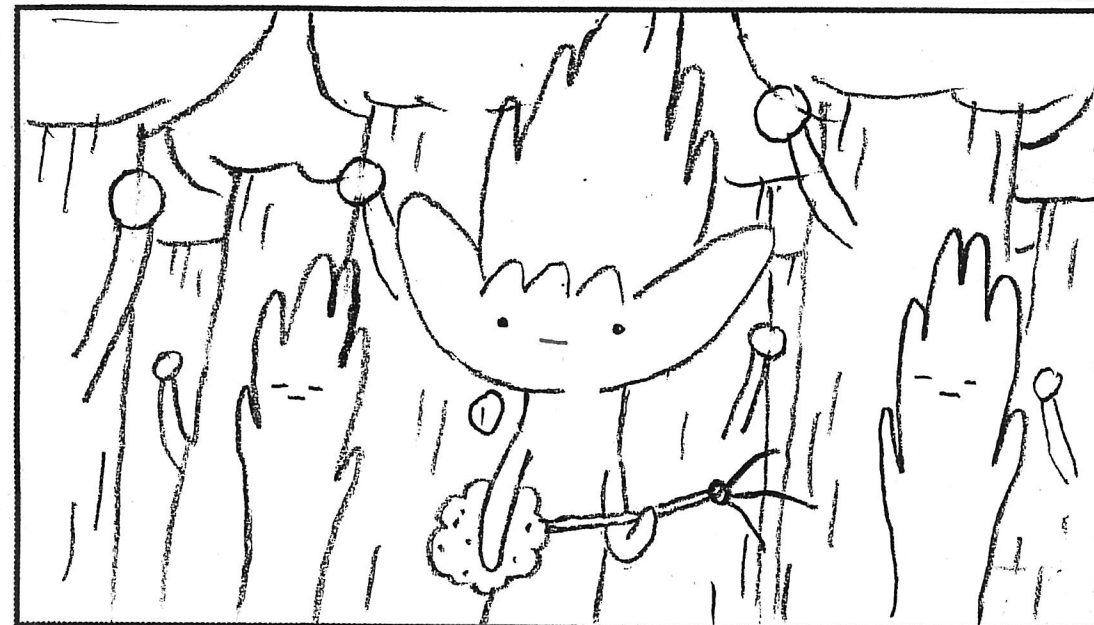


Sc. 69

Pnl. A

Bg.

day night



Dialog:

(M) BYE.

Action:

- F+J ROUND CORNER, RUN OFF/S.

Timing:

Production:

EPISODE #

1034-235

ADVENTURE TIME

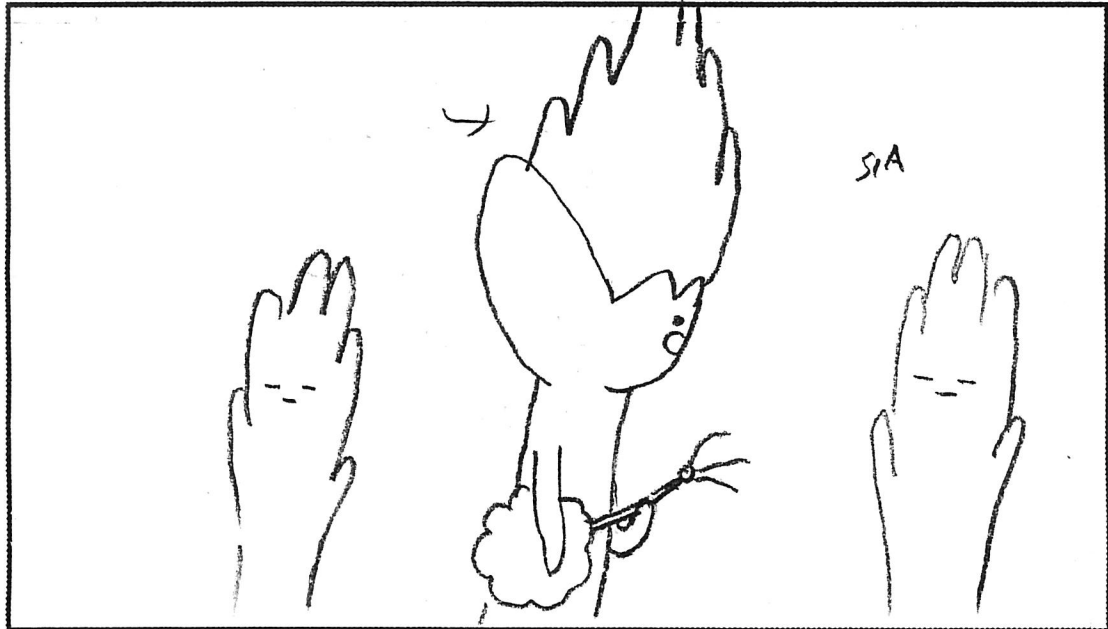


Sc. 69

Pnl. B

Bg.

day night

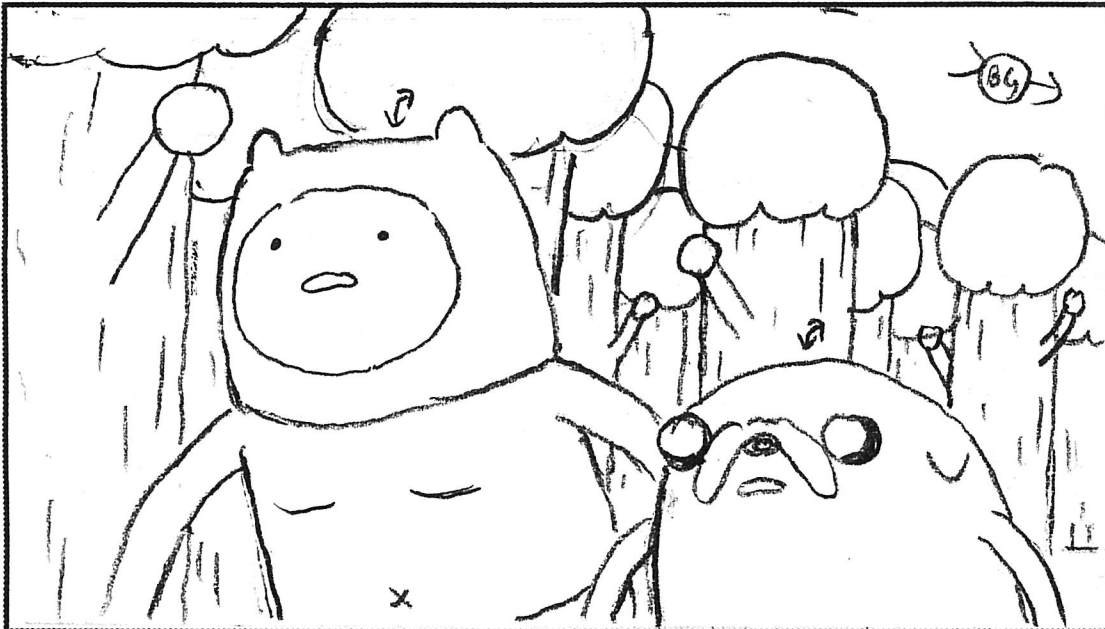


Sc. 70

Pnl. A

Bg.

day night



Dialog:	<p>(MP) : YOU GUYS ARE WAITING THIS DOWN RIGHT.</p> <p>(F) : WHY DOES THE LARD KEEP RUNNING AWAY? WE GOTTA GET IT HOME!</p> <p>(J) : YEAH THIS PLACE AINT SAFE.</p>
Action:	<p>- FM TURNS TOWARDS BACK-UP SINGERS.</p>
Timing:	

1034-235

EPISODE #

Production:



ADVENTURE TIME



Sc. 70

Pnl. B

Bg.

day night

Sc. 70

Pnl. C

Bg.

day night

Dialog:

SFX: [MUSIC STARTS] ♪ ————— ♪

LITTLE SPECIAL PURPLE : (0/5) ♪ BUM - BUM BUM ♪

Action:

- PURPLE NUGGET FALLS ON FINN'S FACE

- MORE NUGGETS START FALLING LIKE SNOW

Timing:

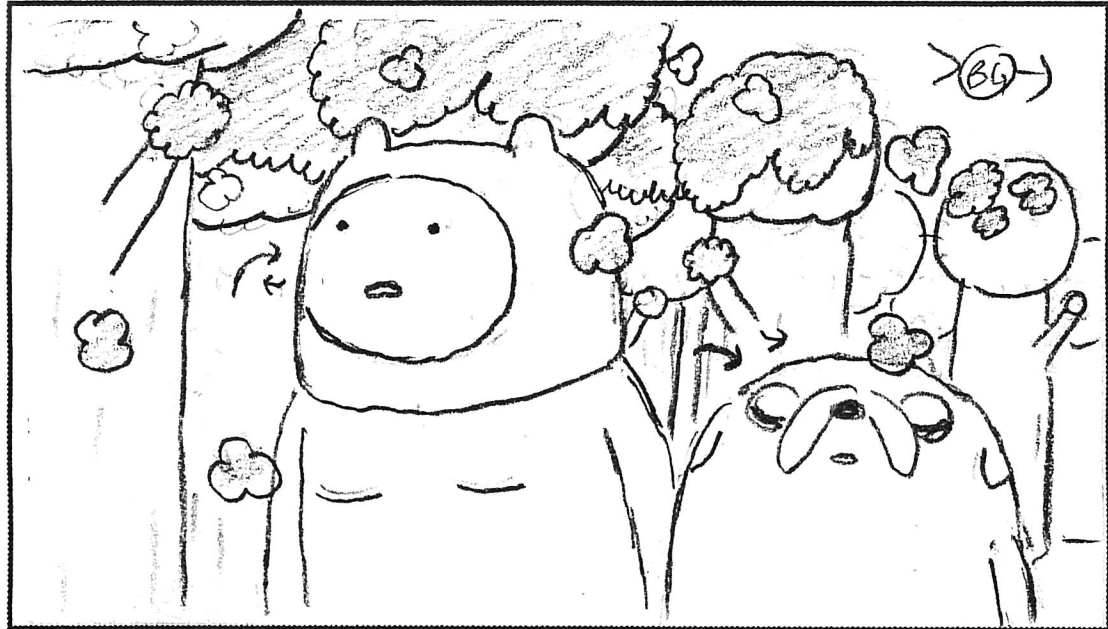
EPISODE # 1034-235

Production:

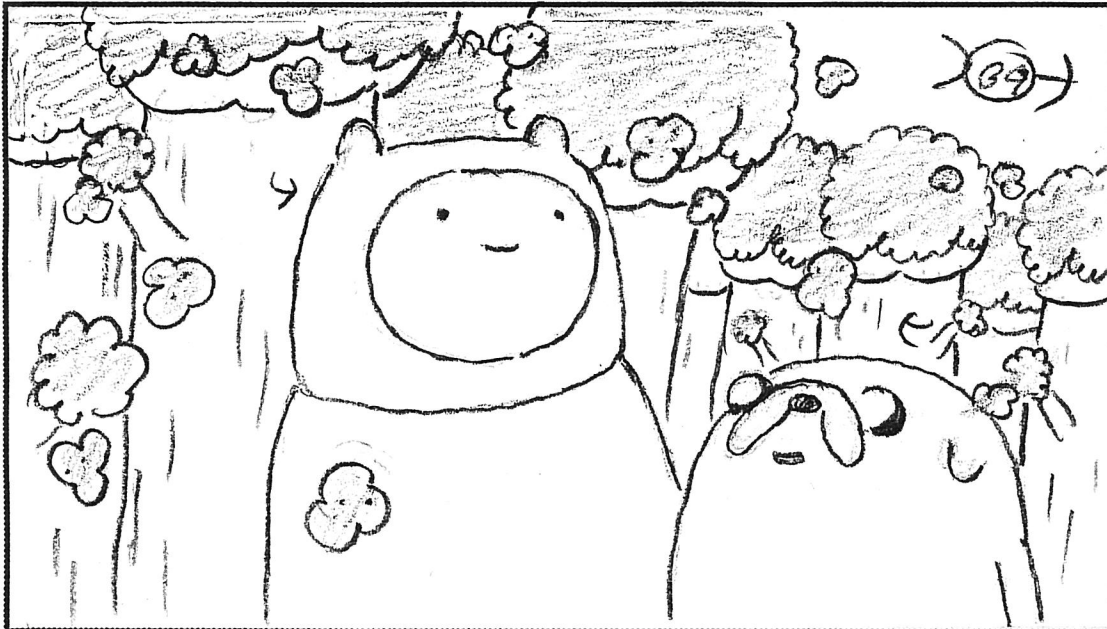
# ADVENTURE TIME



Sc. 70 Pnl. D Bg. day night



Sc. 70 Pnl. E Bg. day night



Dialog:	
PRINCESS PURPLE PATCH :	♪ LITTLE PURPLE --
	(PPD) : ♪ YOU'RE A CATCH ♪
	<u>LSP</u> : ♪ BUM BUM BUM ♪
Action: NUGGETS FALL MORE HEAVILY TREES BECOME MORE COVERED IN THEM AS F+J WALK	
Timing:	

EPISODE # 1054-235  
Production:

# ADVENTURE TIME



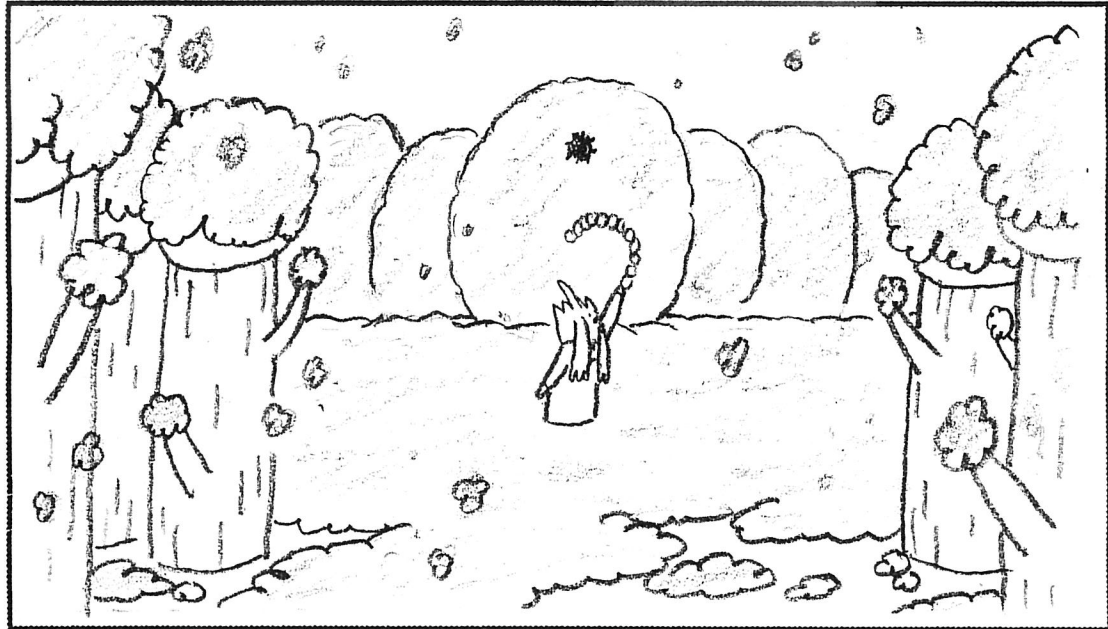
Page 114

Sc. 70

Pnl. A

Bg.

day night

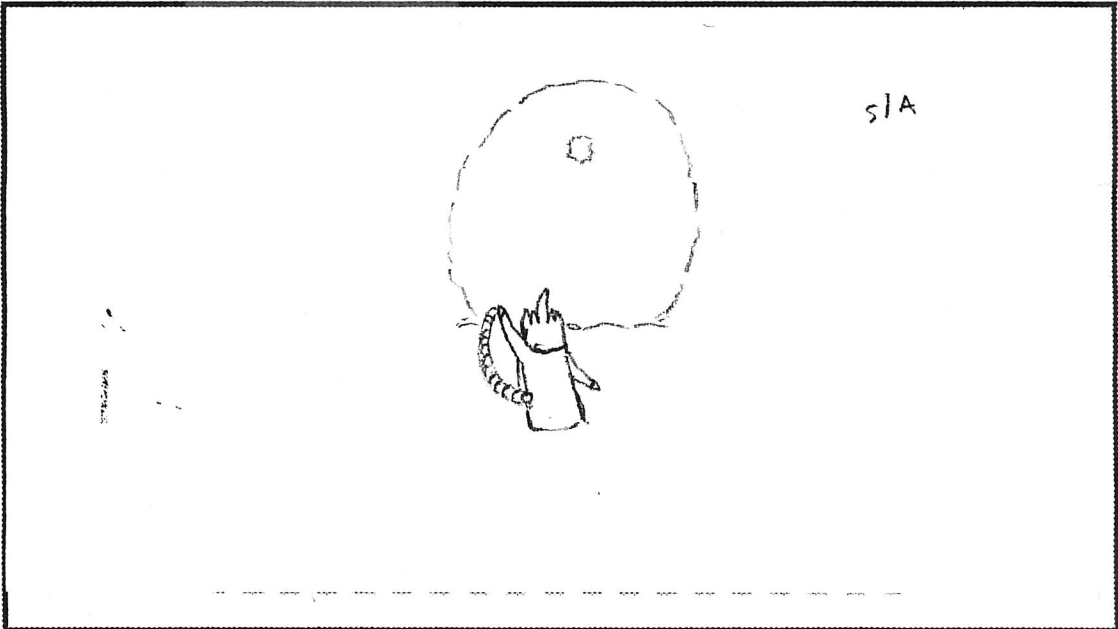


Sc. 71

Pnl. B

Bg.


day night



Dialog: (PPP) = I LOVE YOUR PRETTY ♪ — (PPP) = PURPLE 'STACHE ♪  
LSP: ♪ BOOM - BUM BUM BOOM ♪

Action: PRINCESS PURPLE PATCH WAVES STRING OF PURPLES LIKE A RIBBON.

Timing:



EPISODE # 1034-235  
Production:

# ADVENTURE TIME



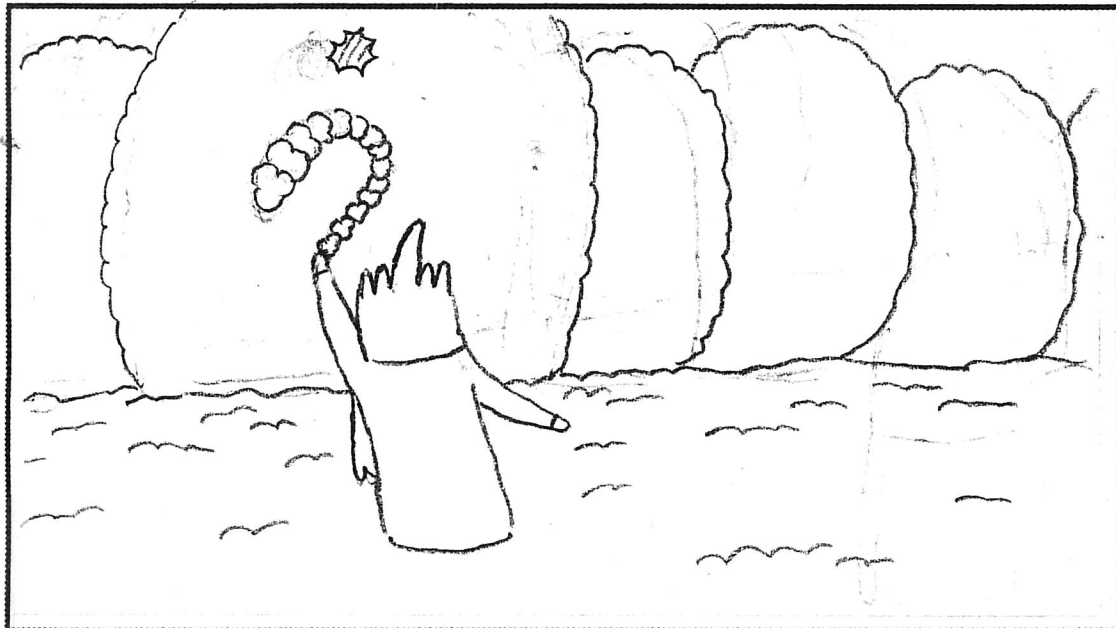
Page 115

Sc. 72

Pnl. A

Bg.

day night

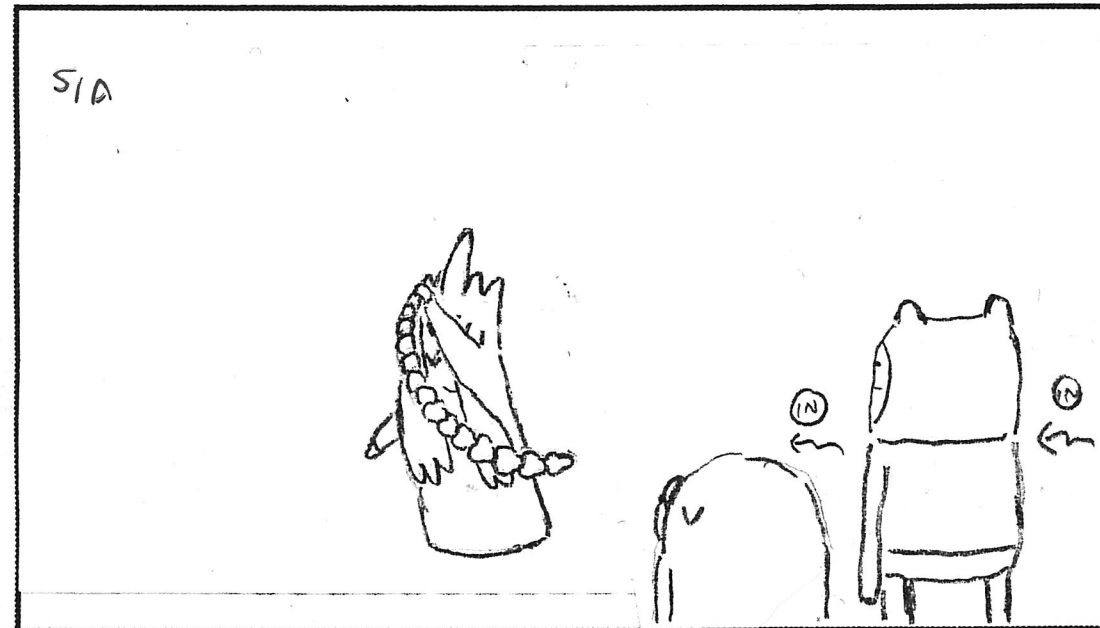


Sc. 72

Pnl. B

Bg.

day night

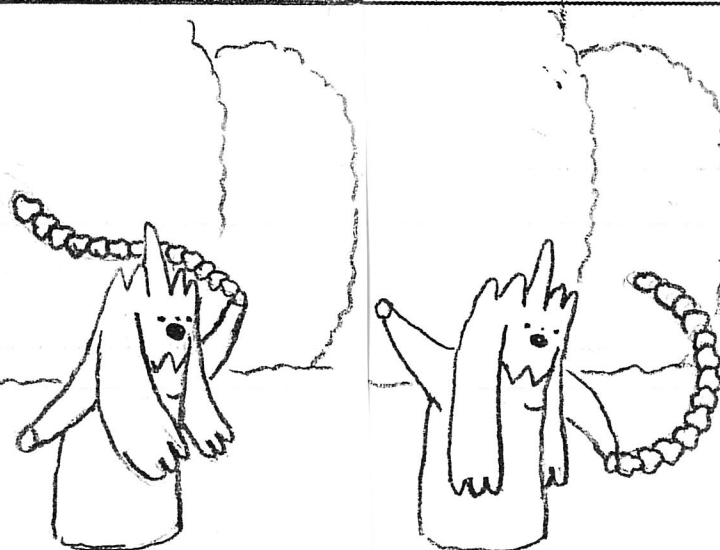


Dialog:

(PPP): WE'RE A  
♪ PERFECT ♪

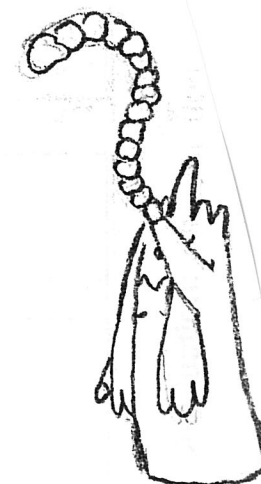
Action:

Timing:



(PPP): PURPLE MATCH  
♪

-F+J WALK ON/S



EPISODE #

1034-235



# ADVENTURE TIME



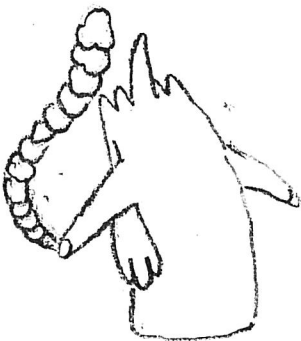
Sc. 72

Pnl. C

Bg.

day night

S/A



Sc. 72

Pnl. D

Bg.

day night

S/A



Dialog:

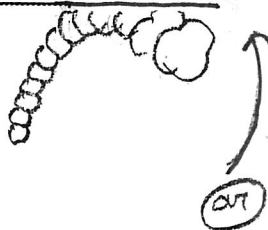
(PPP): WELCOME TO MY

(PPP): PURPLE PATCH!

Action:

- PPP THROWS STRING OF PURPLES UP AND OFF'S.

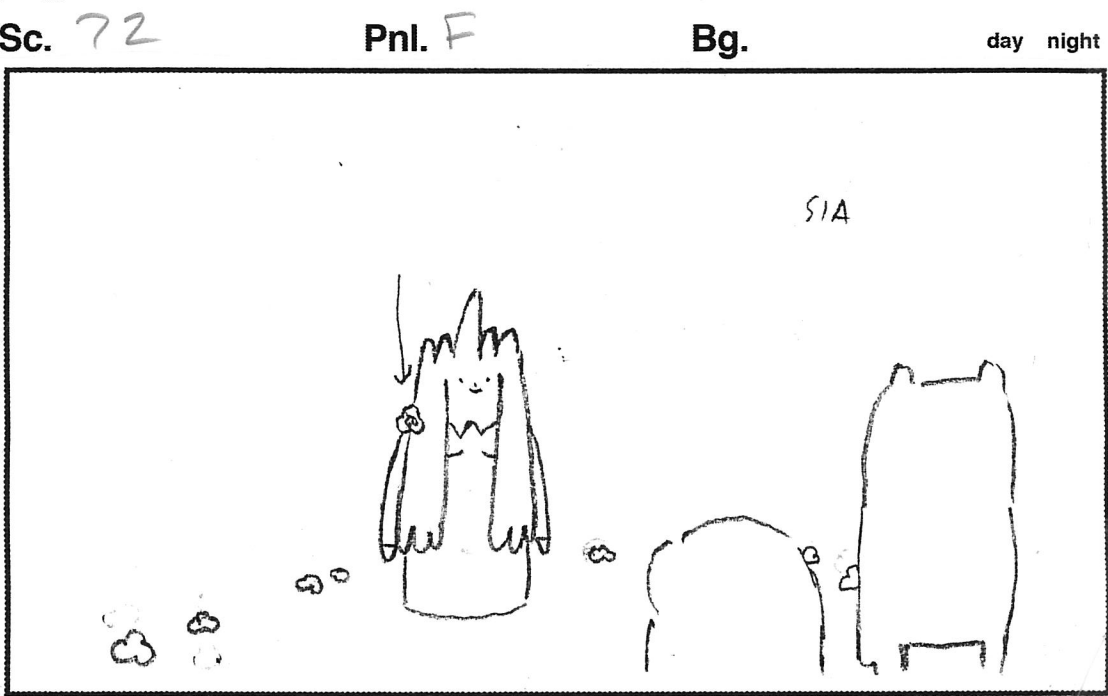
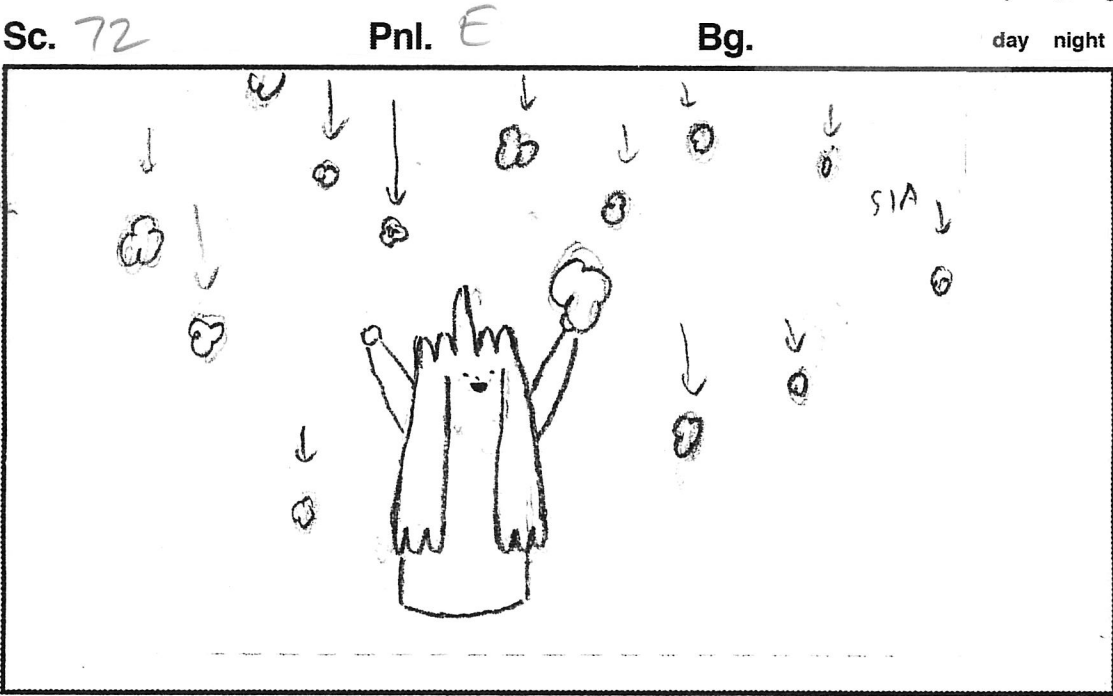
Timing:



EPISODE #

1034-235

# ADVENTURE TIME



Dialog:	<u>LSP</u> : ♪ BOOM BOOM - BUM ♪	
	<u>SFX</u> : * MUSIC ENDS * _____	
Action:	- NUGGETS RAIN DOWN	- PPP LOWERS ARMS.
Timing:		

Production:

EPISODE #

1034-235

# ADVENTURE TIME



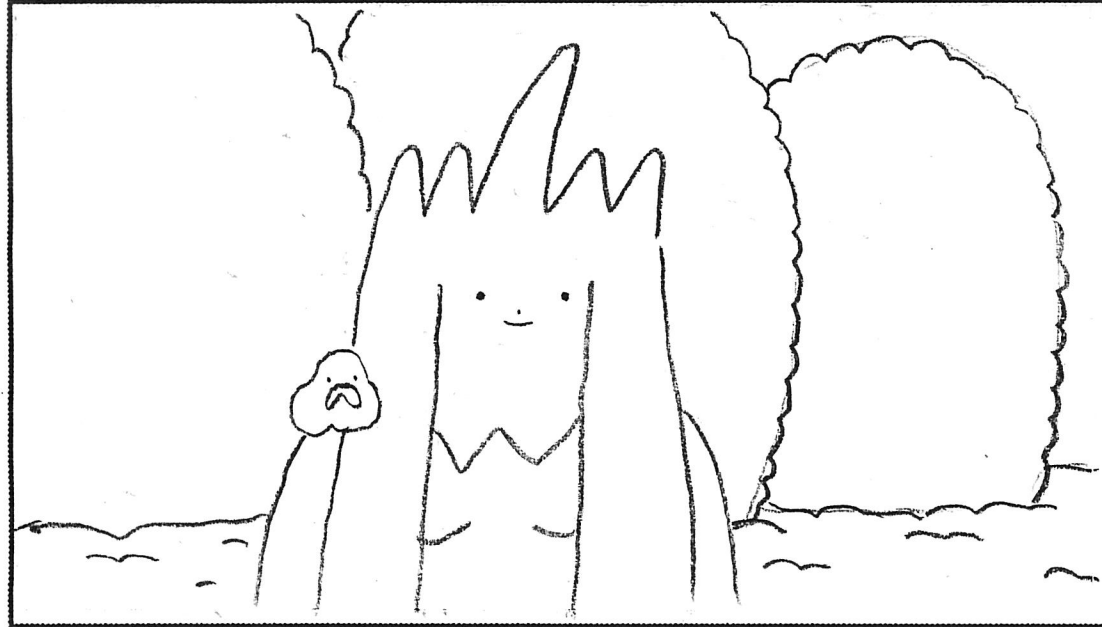
Page 118

Sc. 73

Pnl. A

Bg.

day night

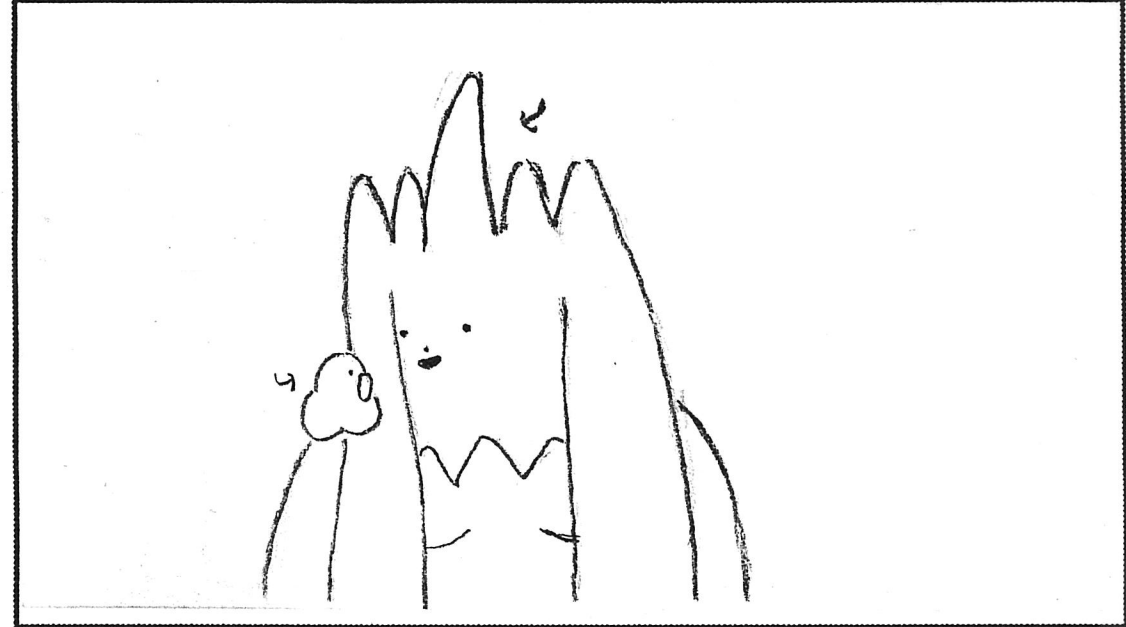


Sc. 73

Pnl. B

Bg.

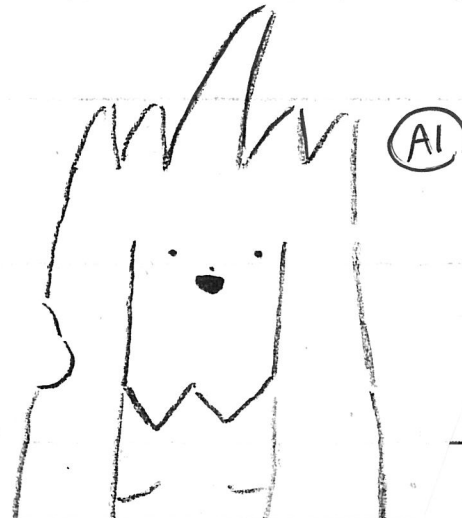
day night



Díalog:

(PPP): I'M PRINCESS PURPLE PATCH AND → (PPP) - THIS IS MY LITTLE SPECIAL PURPLE-

Action:



- PPP LOOKS AT PURPLE  
ON SHOULDER.

Timing:

1034-235

EPISODE #

Production:

# ADVENTURE TIME

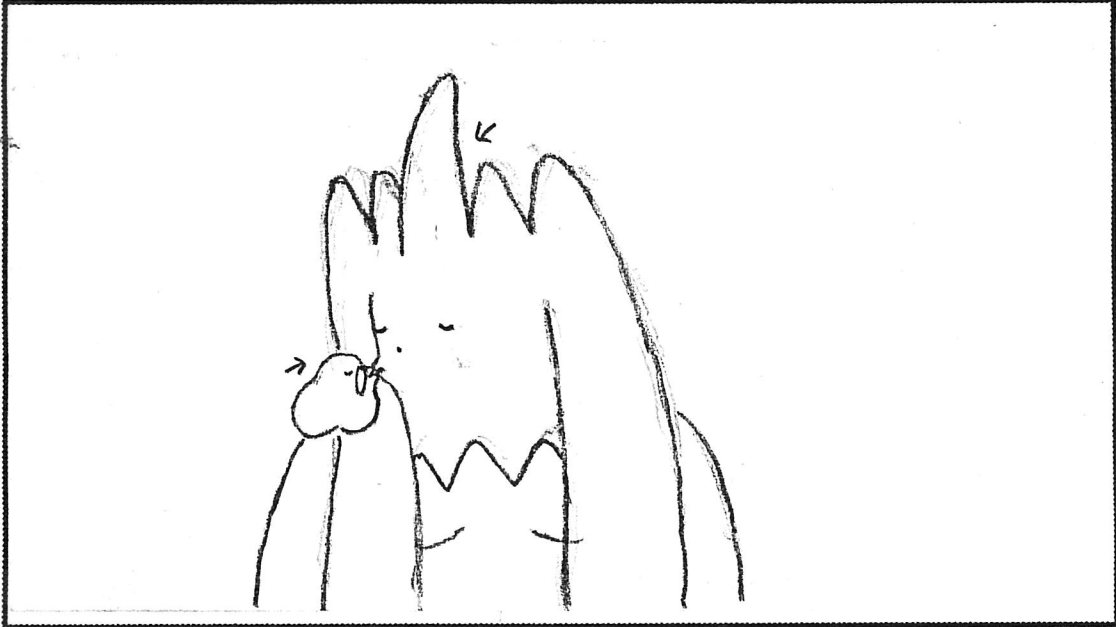


Sc. 73

Pnl. C

Bg.

day night

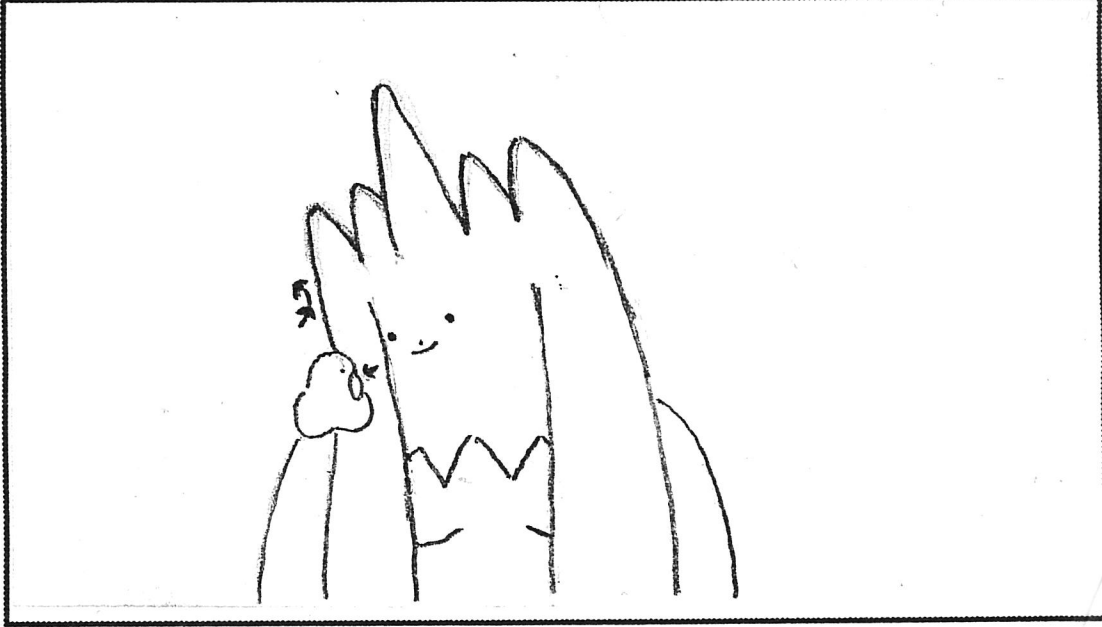


Sc. 73

Pnl. D

Bg.

day night



Dialog:

SFX: \*SMECK\*

LITTLE  
SPECIAL  
PURPLE

1(PPP): mmm

Action:

Timing:

1034-235

EPISODE #

Production:



# ADVENTURE TIME

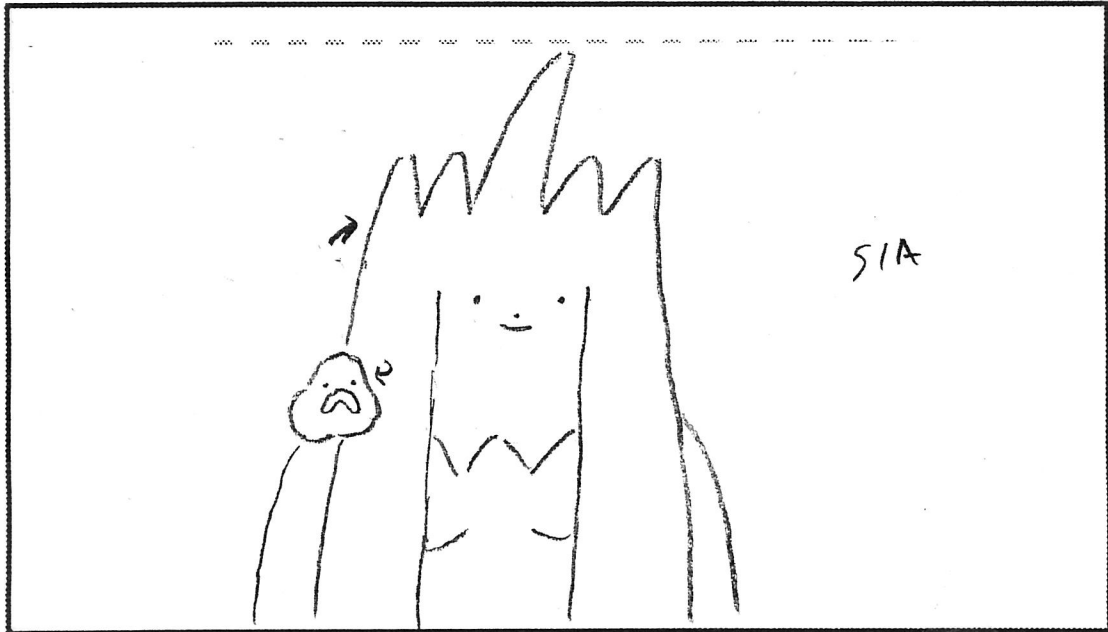


Sc. 73

Pnl. E

Bg.

day night

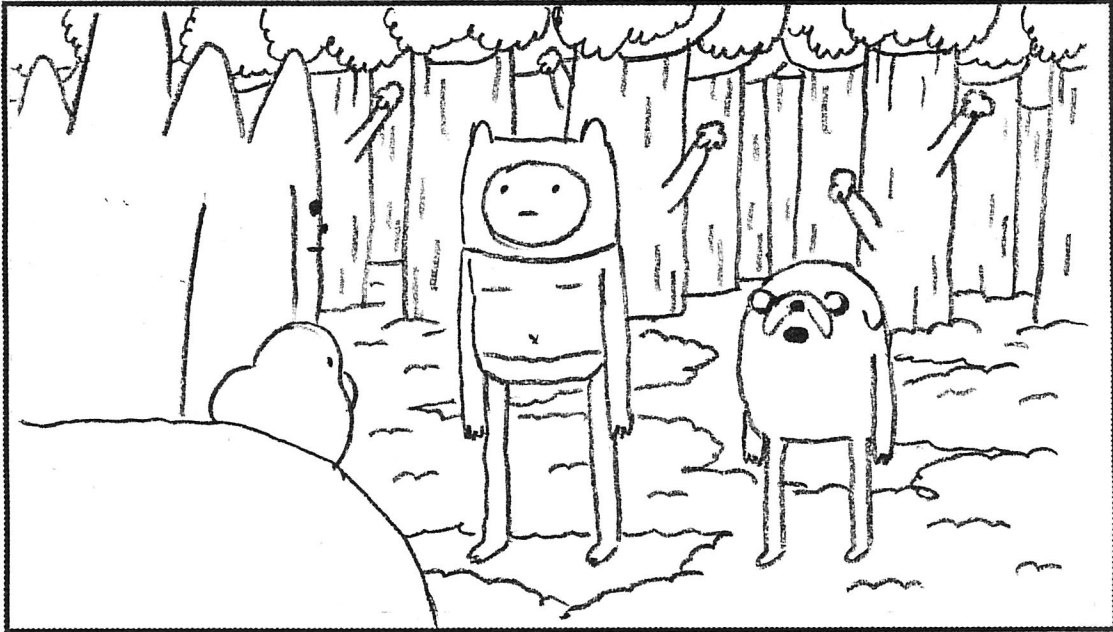


Sc. 74

Pnl. A

Bg.

day night

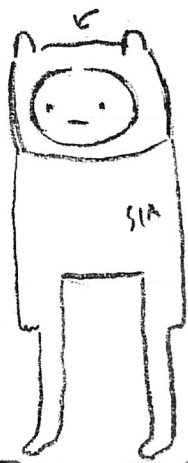


Dialog:

J : HI PURPLE. I'M JIN  
AND FAKE.

Action:

Timing:



1034-235

EPISODE #

Production:

ADVENTURE TIME

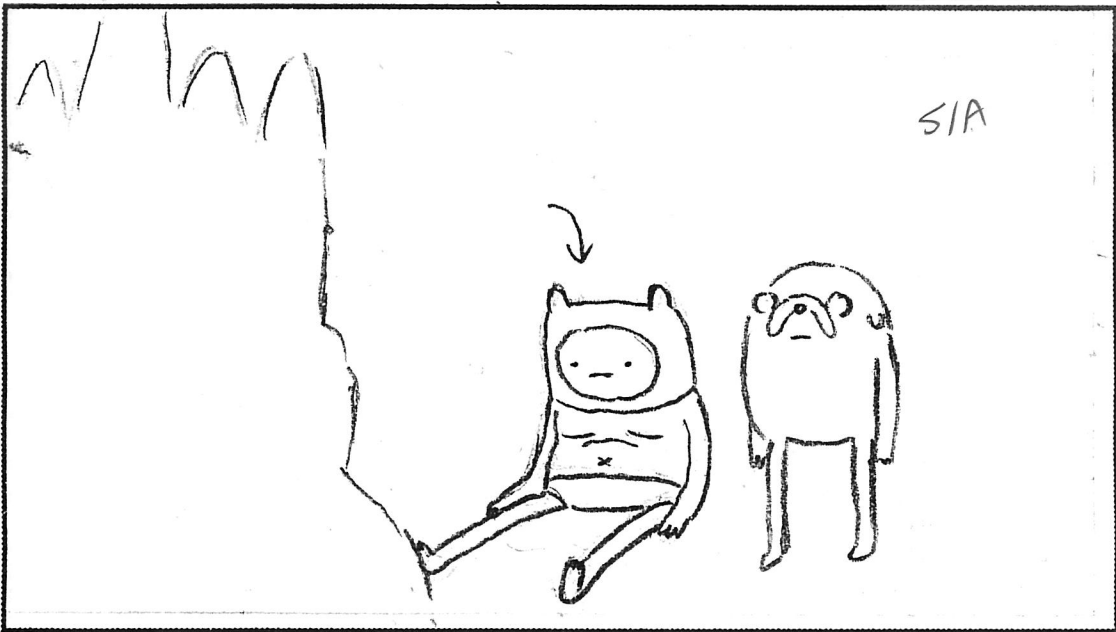


Sc. 74

Pnl. B

Bg.

day night

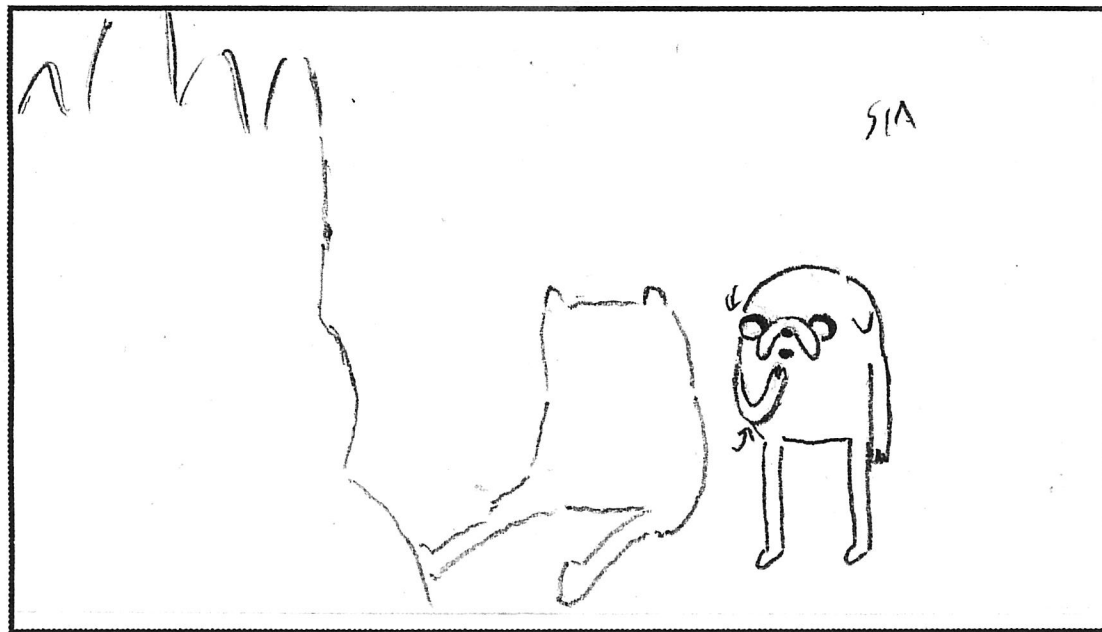


Sc. 74

Pnl. C

Bg.

day night



Dialog:

SFX: \* FWP \*

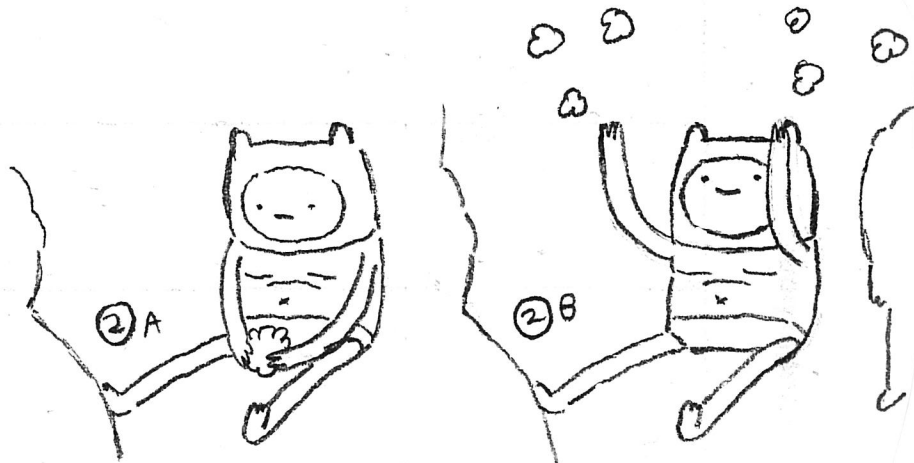
① HRM. THAT'S NOT RIGHT. ①

Action:

- F SLUMPS INTO SITTING POSG

- J LOOKS DOWN ①  
- F SCOOPS UP SOME NUGGETS AND TOSSES THEM IN AIR ②

Timing:



EPISODE #

1034-235

# ADVENTURE TIME



Page 122

Sc. 74

Pnl. D

Bg.

day night

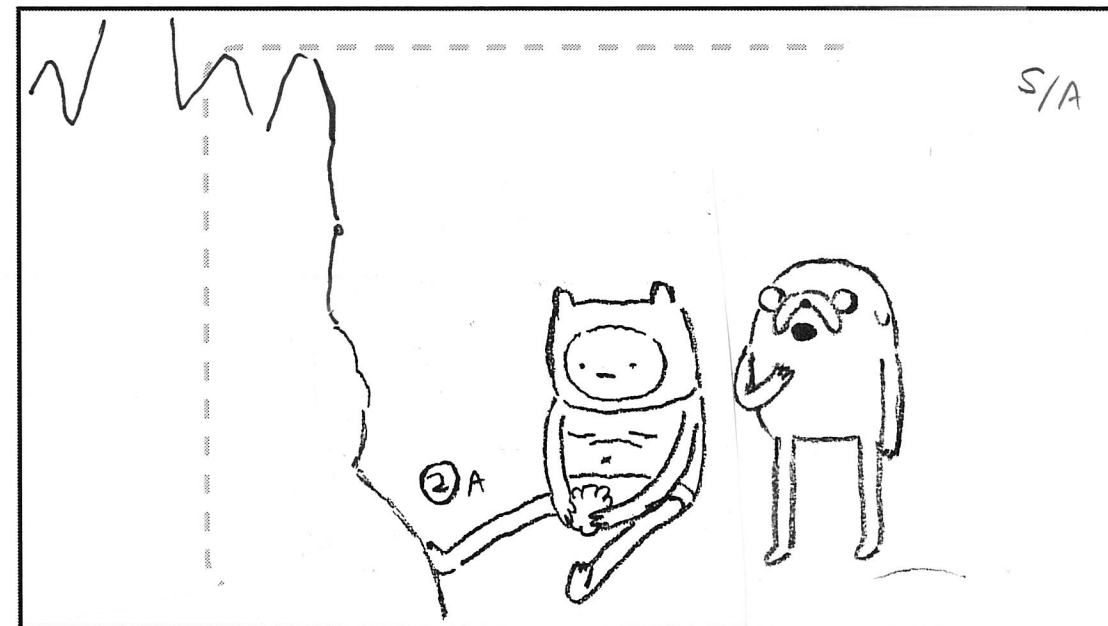


Sc. 74

Pnl. E

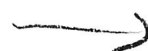
Bg.

day night



Dialog:

J: HE'S JIN AND



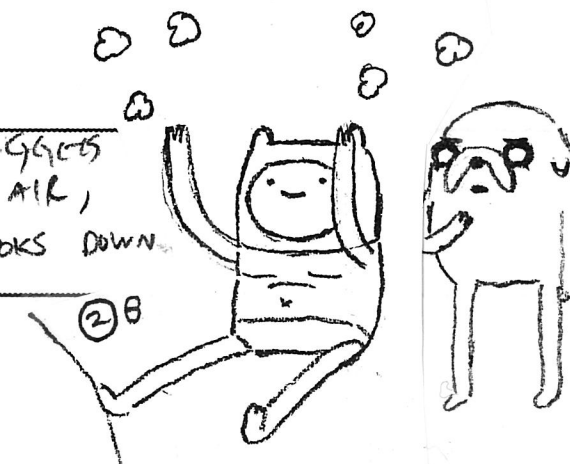
J: I'M -- WAIT.

Action:

- NUGGETS FLOAT DOWN  
- J TURNS, MOTIONS TO FINN

- F SCOOPS UP MORE NUGGETS  
AND TOSSES THEM IN AIR,  
- J TOUCHES HIS CHEST, LOOKS DOWN

Timing:



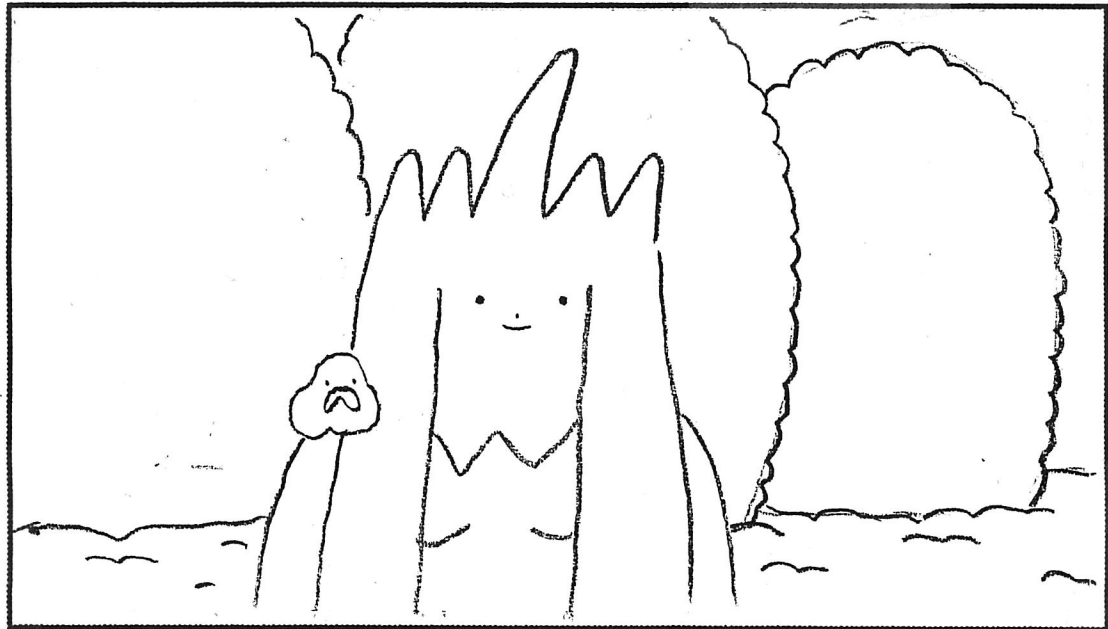
EPISODE #

1034-235

# ADVENTURE TIME



Sc. 75 Pnl. A Bg. day night



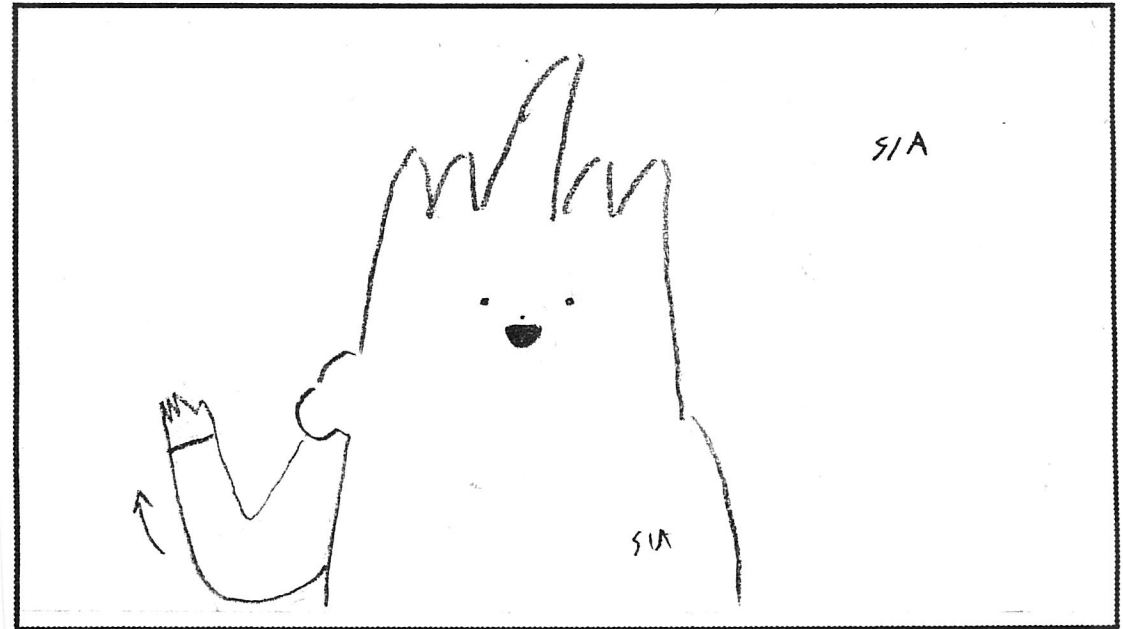
Dialog: (PPP) I'MA CALL YOU PURPLE FACE.

Action:

Timing:



Sc. 75 Pnl. B Bg. day night



(PPP): YOU WANNA COME PLAY IN MY PURPLE PLACE?

1034-235

EPISODE #

Production:



# ADVENTURE TIME

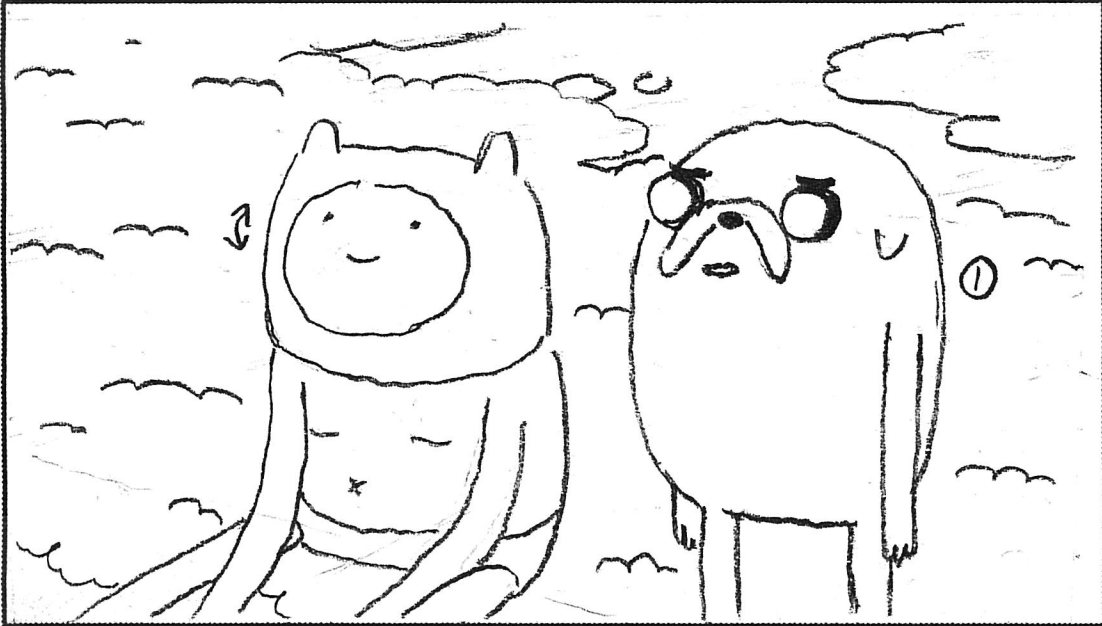


Sc. 76

Pnl. A

Bg.

day night

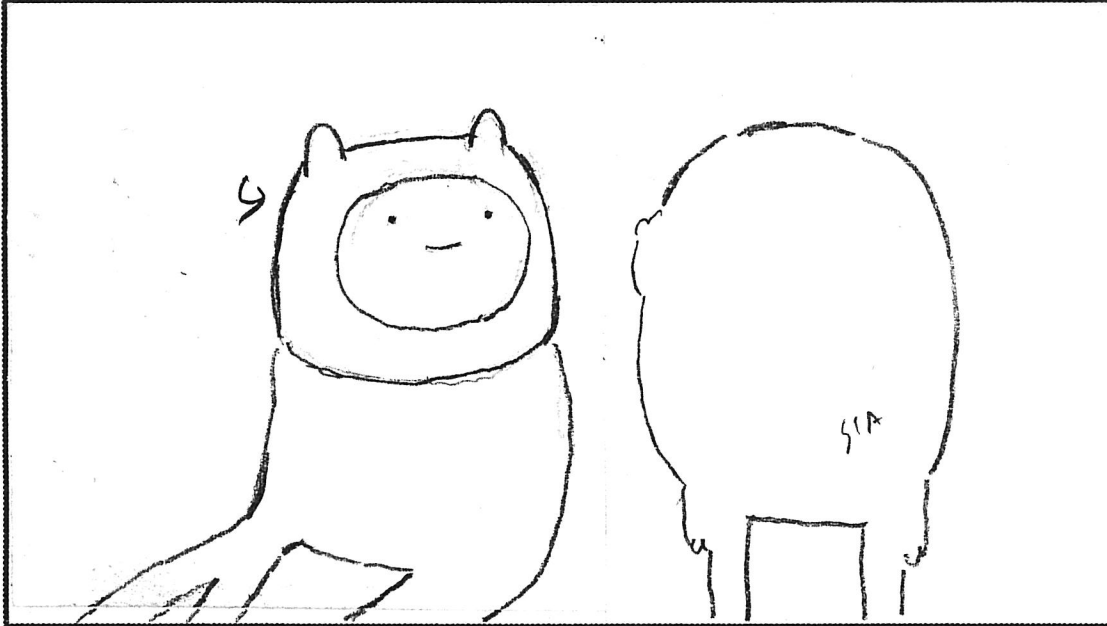


Sc. 76

Pnl. B

Bg.

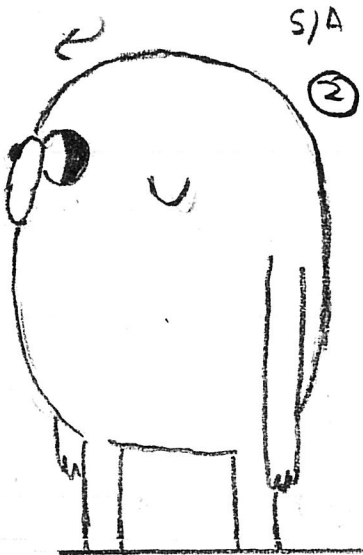
day night



Dialog:  
① FINN: WEREN'T WE SUPPOSED TO NOT DO SOMETHING WITH THE PURPLE THINGS? ②

Action:  
- J SPEAKS THEN LOOKS AT FINN

Timing:



① F: HMM?

- F LOOKS AT J.

EPISODE # 1034-235  
Production:

ADVENTURE TIME

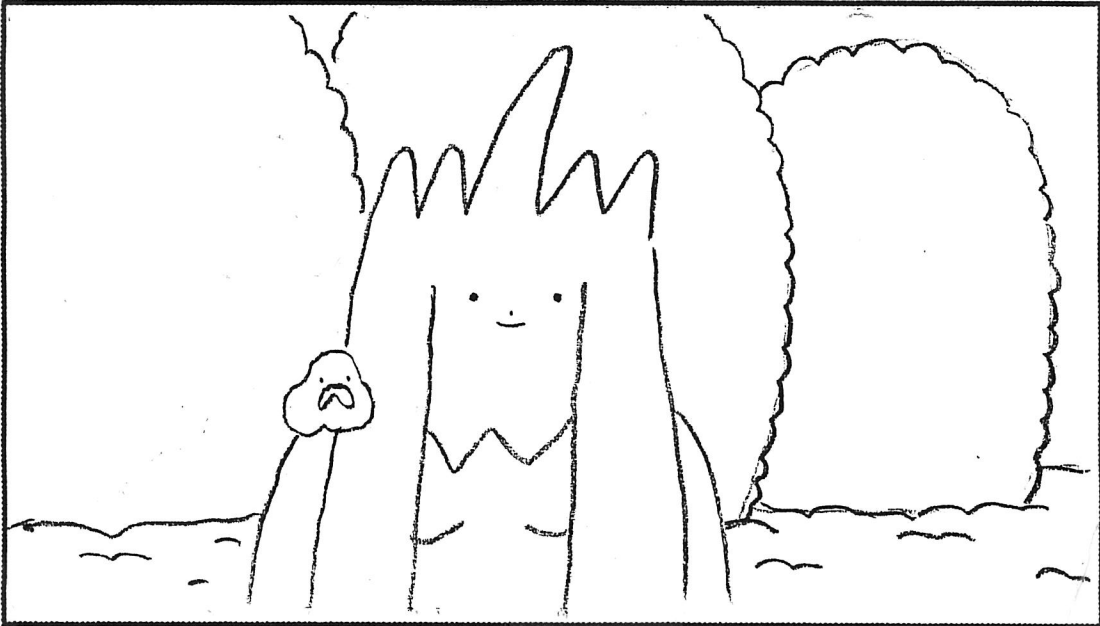


Sc. 77

Pnl. A

Bg.

day night

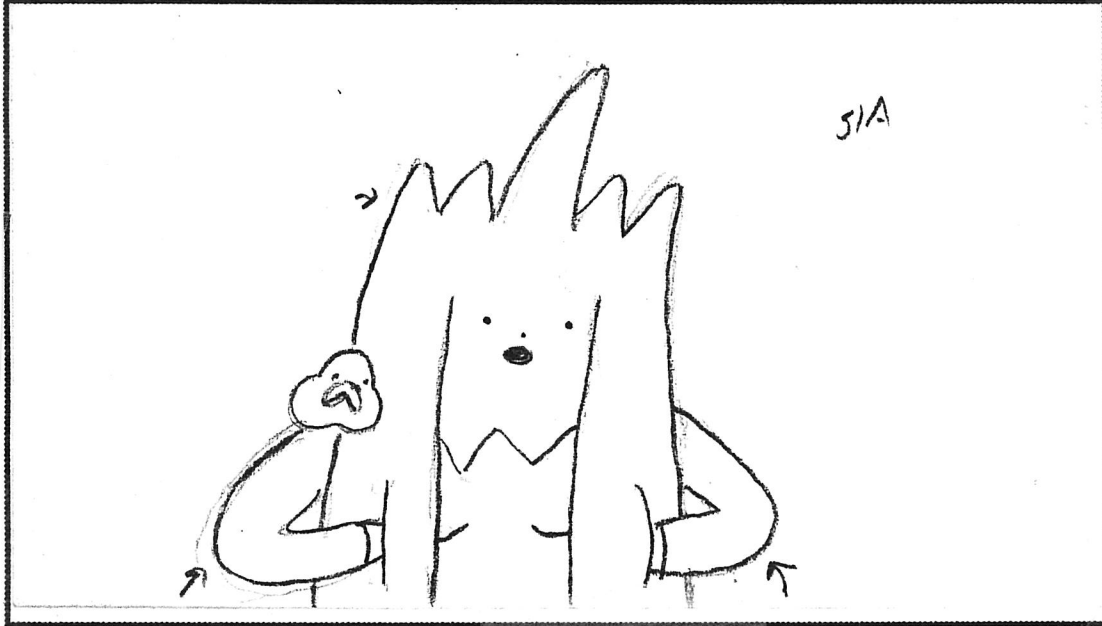


Sc. 77

Pnl. B

Bg.

day night



Dialog:	(PPP) : . . .	(PPP) : HERE ,
Action:	- PPP REACHES INTO HAIR.	
Timing:		

EPISODE # 1034-235  
Production:

ADVENTURE TIME

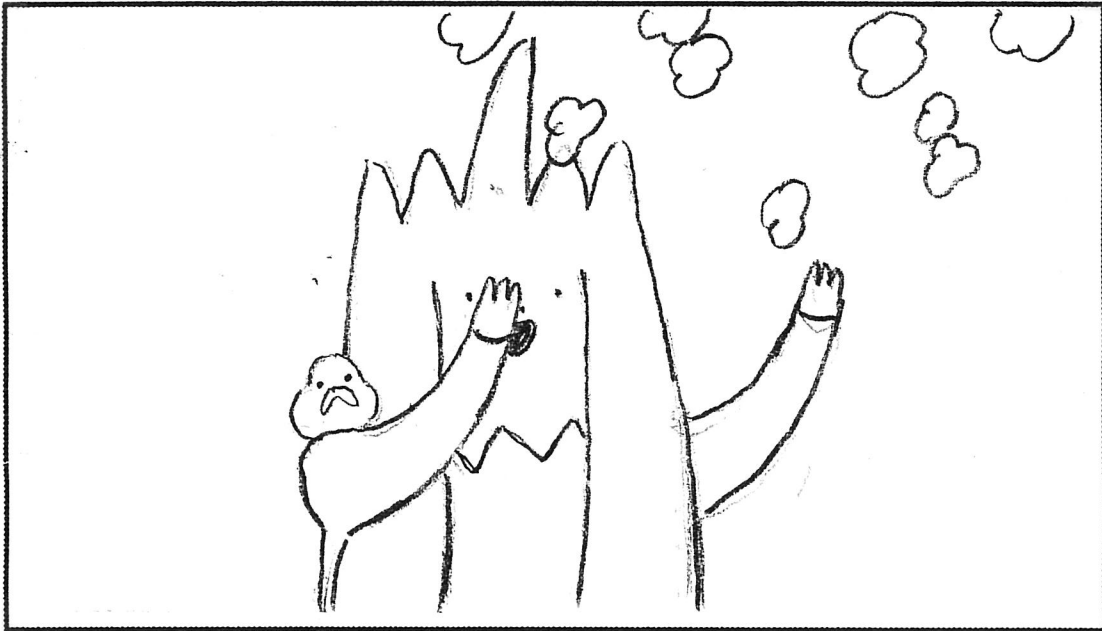


Sc. 77

Pnl. 2

Bg.

day night

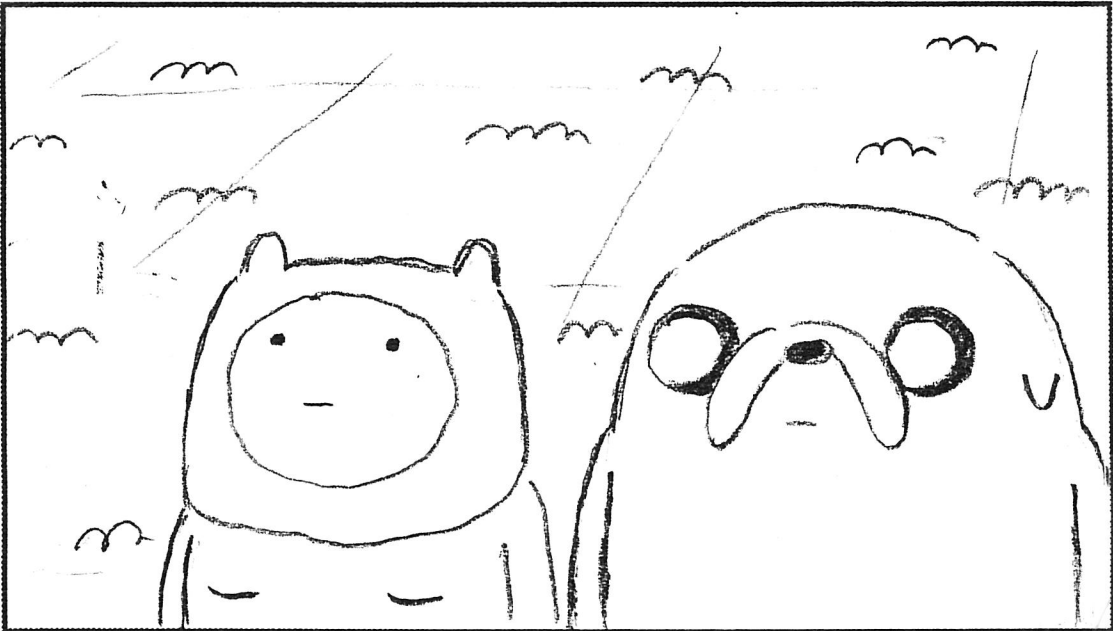


Sc. 78

Pnl. A

Bg.

day night



Díalog:	(PPP) = TAKE SOME FOR THE ROAD!
Action:	- PPP THROWS PURPLES UP AND OFF/5.
Timing:	

EPISODE # 1034-235  
Production:

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 78

Pnl. B

Bg.

day night



Sc. 78

Pnl. C

Bg.

day night



Dialog:

Action:

-PURPLES RAIN DOWN ON FINN & JAKE.

Timing:

1034-235

EPISODE #

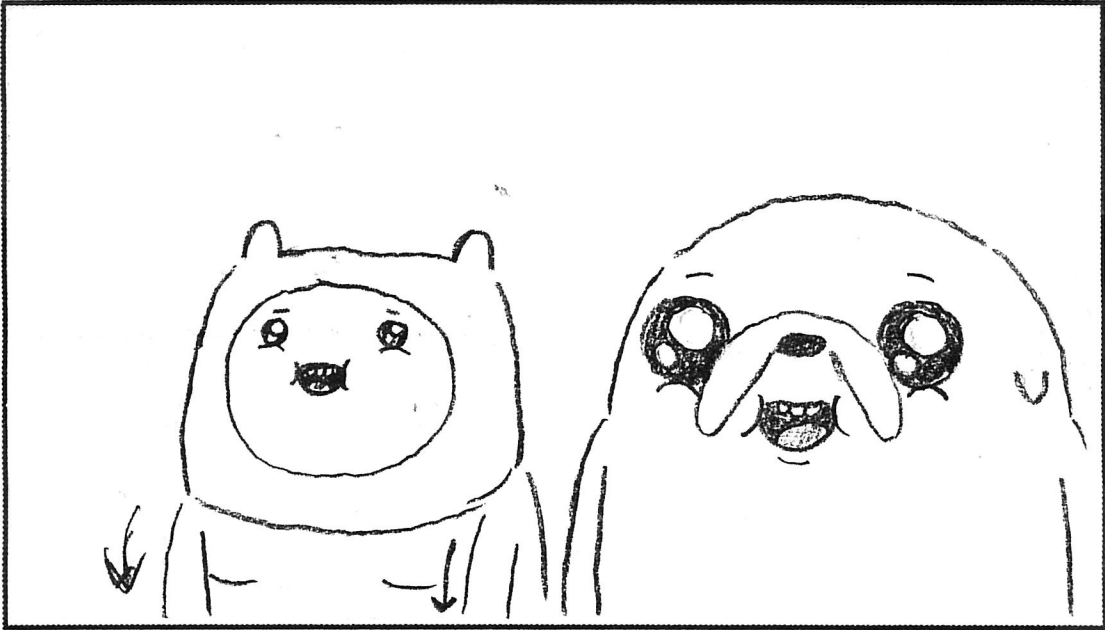
Production:



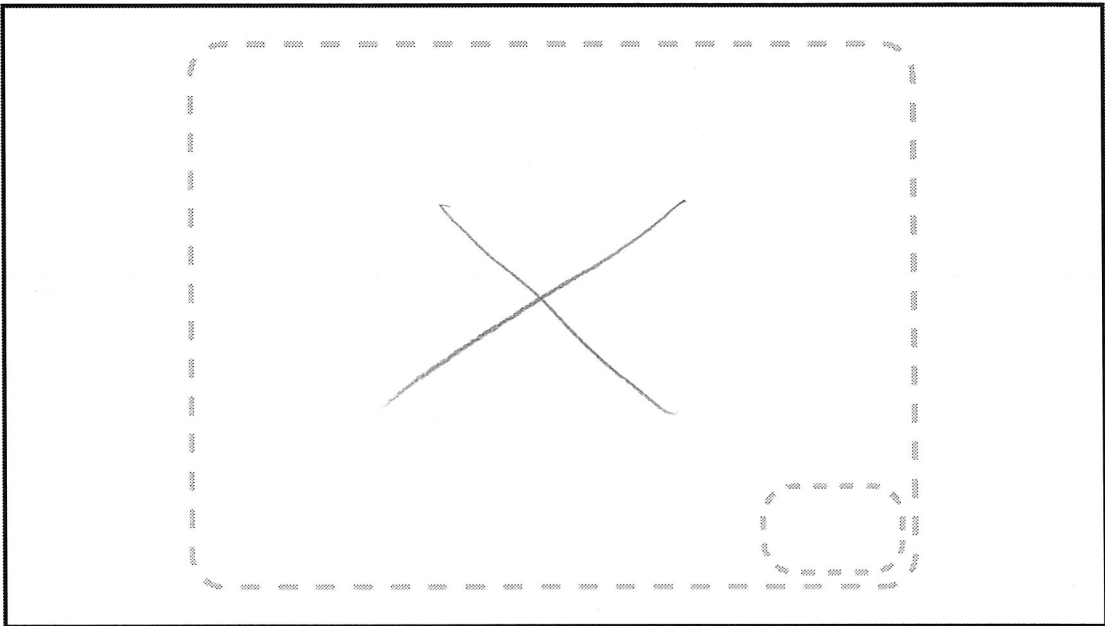
ADVENTURE TIME



Sc. 78 Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(F) + (J) : HAH --- (BABY VOICE)
Action:	- F LOWERS HIS ARMS
Timing:	

1034-235

EPISODE #

Production:

# ADVENTURE TIME

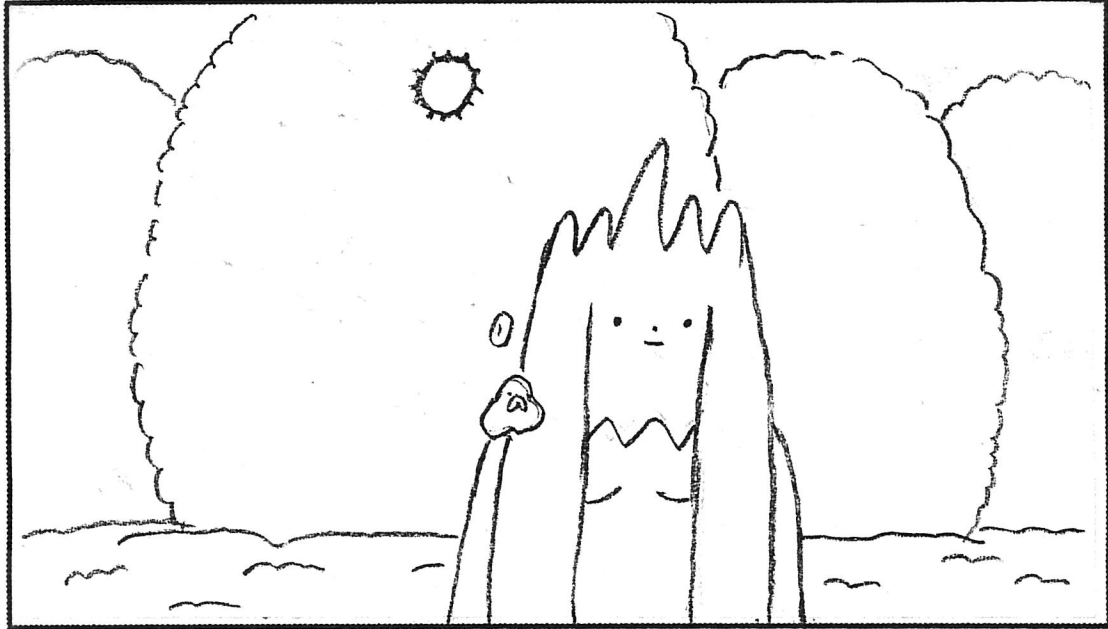


Sc. 79

Pnl. A

Bg.

day night

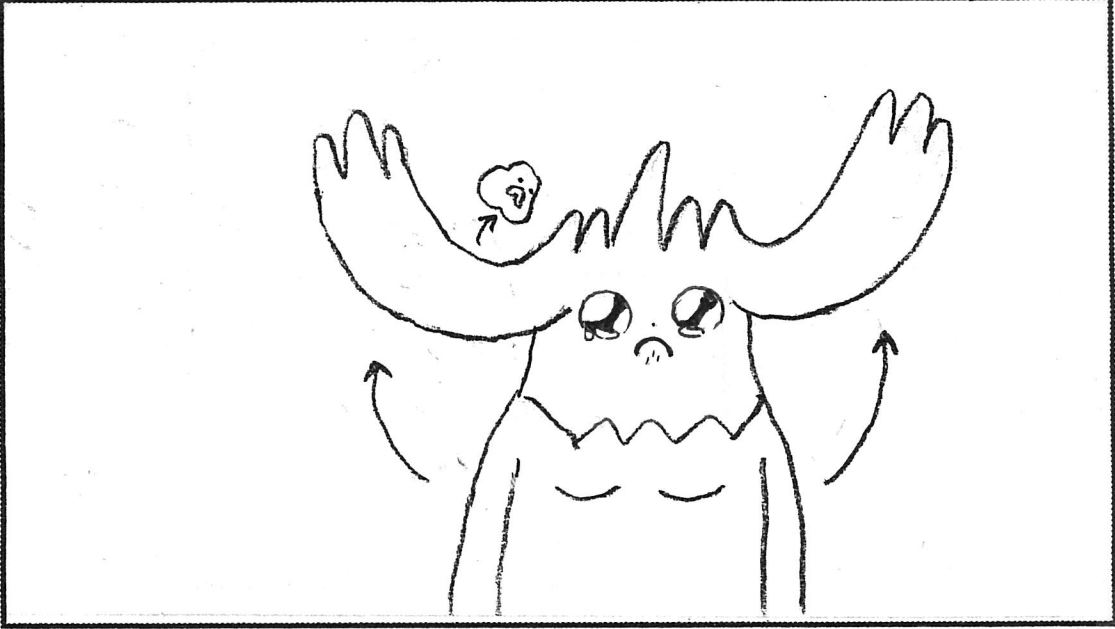


Sc. 79

Pnl. B

Bg.

day night



**Dialog:**

(PPP) : (SIGH) OF THE PURPLE. JUST LIKE THE REST...

(PPP) [ CRYING ]

**Action:**

- PPP STARTS WEeping.

- LIP WOBBLE

- PPP'S EARS SWING UP.

- LSP GETS TOSSED UP, LANDS ON PPP'S HEAD

**Timing:**

**SFX:** \*FWIP\*

ADVENTURE TIME



Sc. 79 Pnl. C Bg. day night



Dialog:

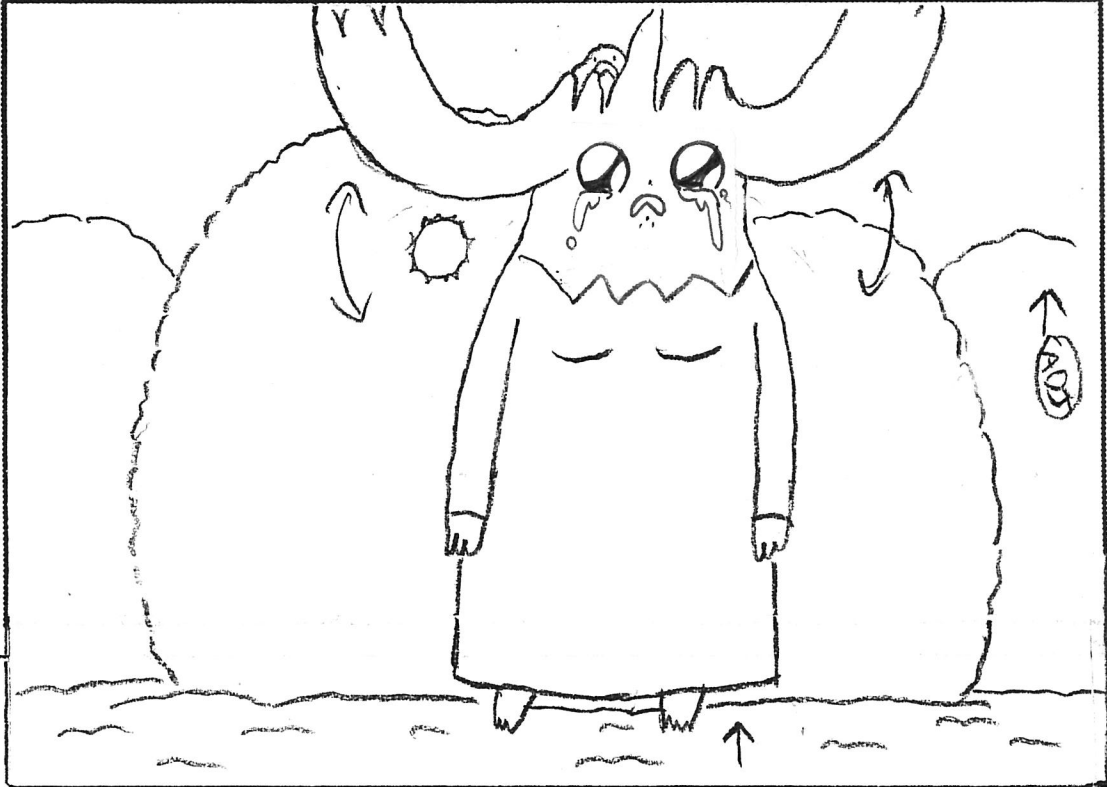
PPP: [CRYING]

Action: - EARS FLAP UP AND DOWN  
1, 2, 1

Timing:



Sc. 79 Pnl. D Bg. day night



LSP: OK, WELL, LATER ...

- PPP LEVITATES OFF THE GROUND  
AS EARS CONTINUE FLAPPING  
- ADJ W / PPP

1034-235  
EPISODE #  
Production:

# ADVENTURE TIME



Sc. 79

Pnl. E

Bg.

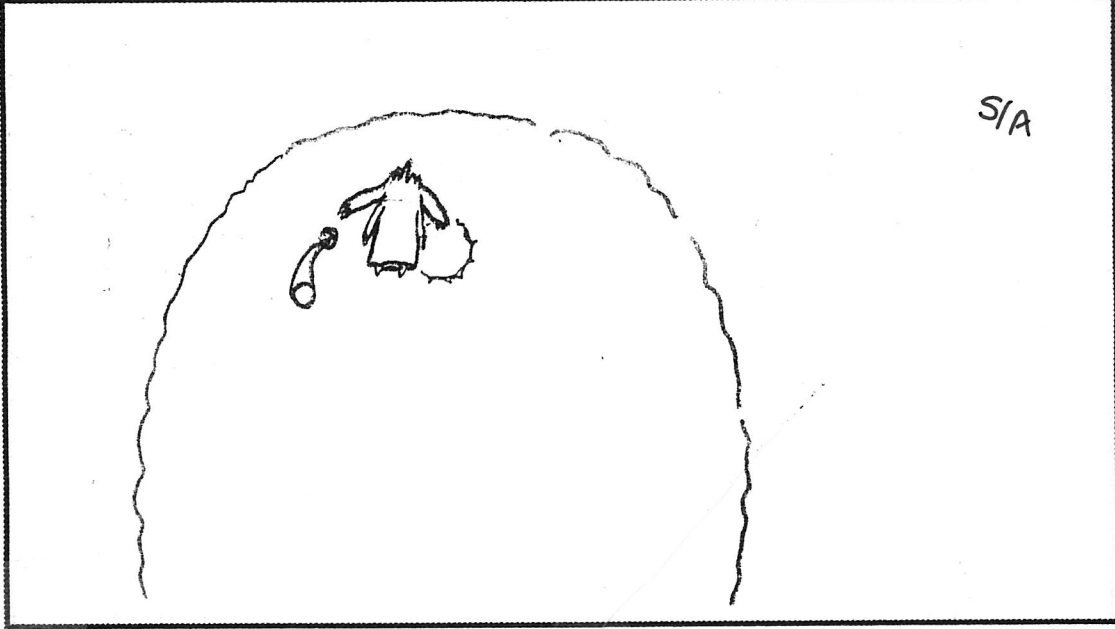
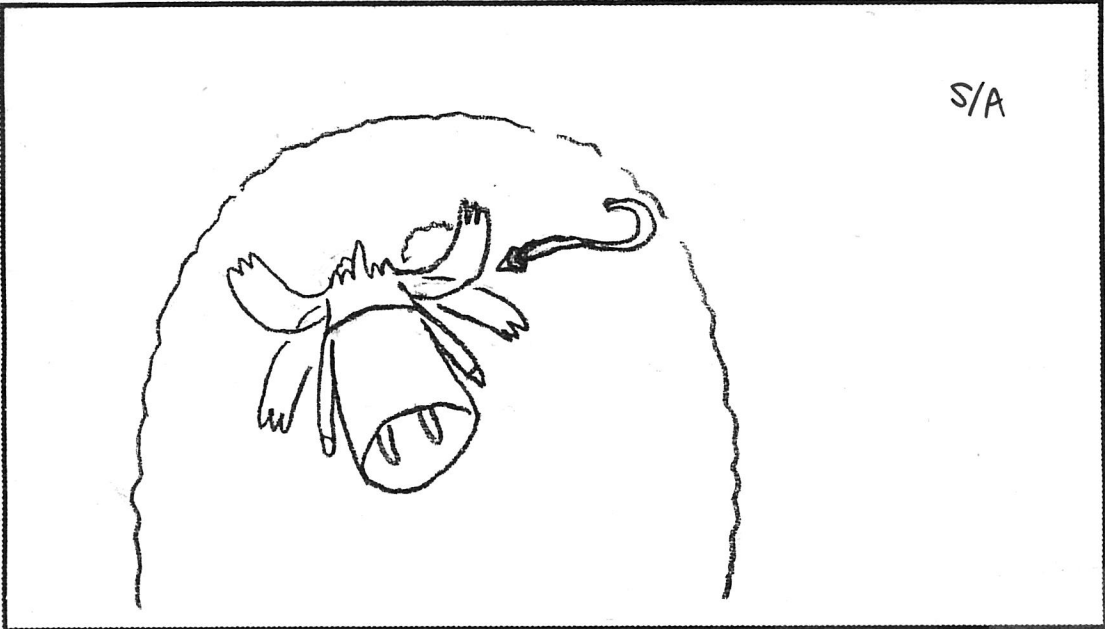
day night

Sc. 79

Pnl. F

Bg.

day night



Dialog:

PPP : [CRYING] \_\_\_\_\_

Action:

- PPP FLIES BACK INTO THE PURPLE PLACE.

Timing:



1034-235

EPISODE #



# ADVENTURE TIME



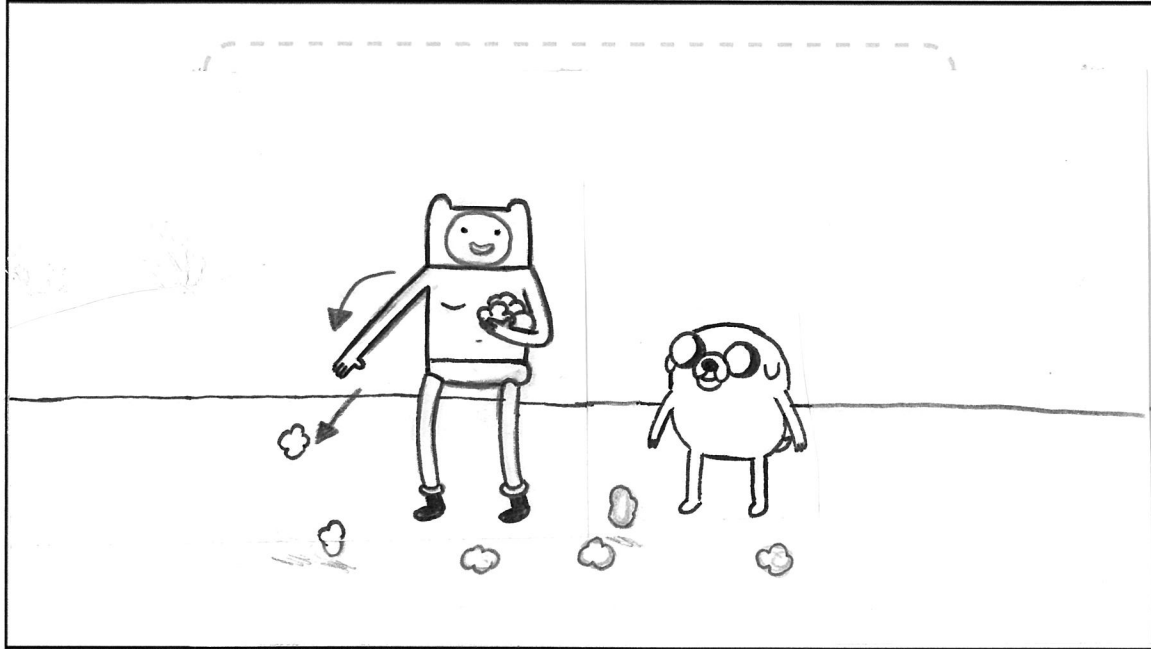
Page 132

Sc. 80

Pnl. A

Bg.

day night

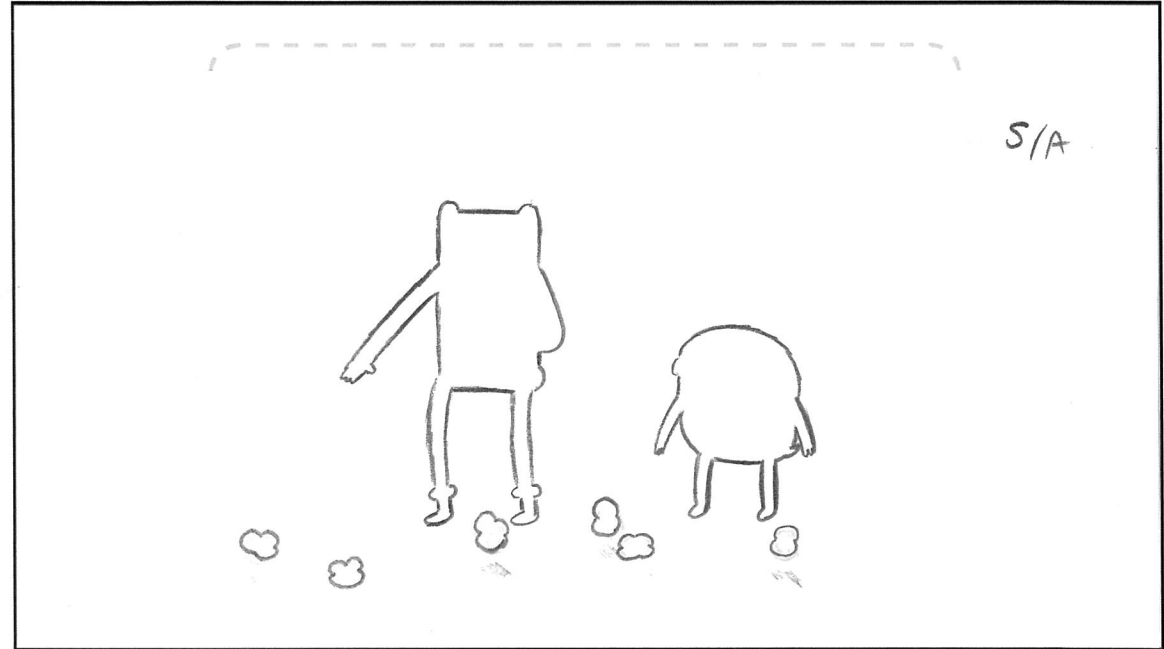


Sc. 80

Pnl. B

Bg.

day night



Dialog:

J: HAH-- what a great gal.

(SP)

AI



Action:

-F. THROWS PURPLES  
AT GROUND.

Timing:

1034-235

EPISODE #

Production :

# ADVENTURE TIME



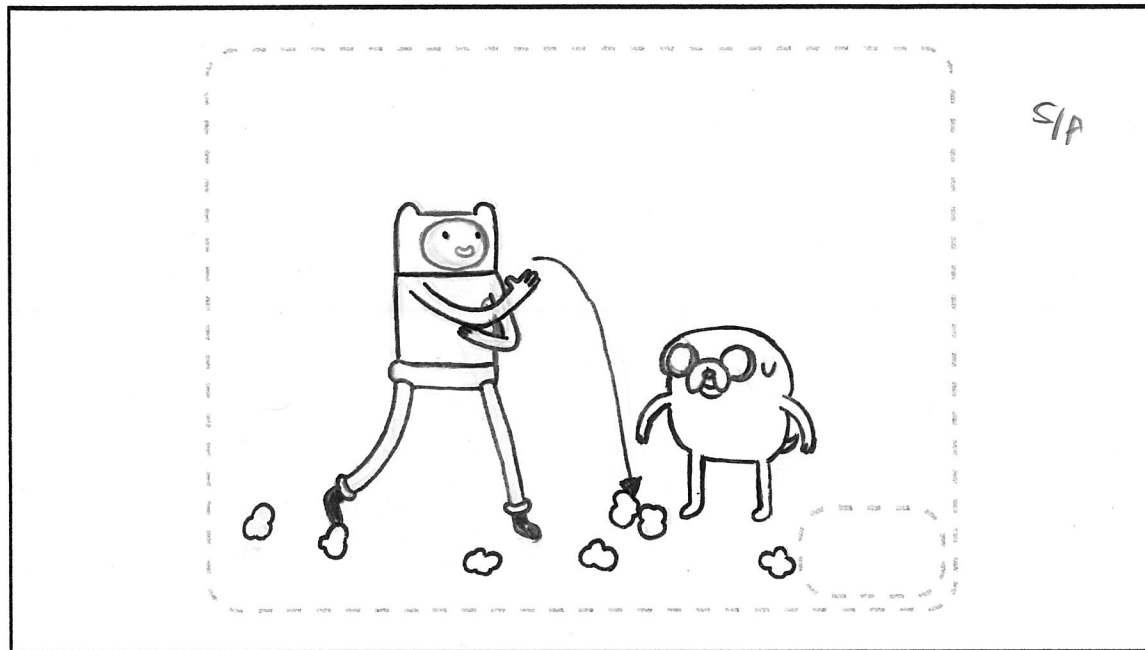
Page 133

Sc. 80

Pnl. C

Bg.

day night

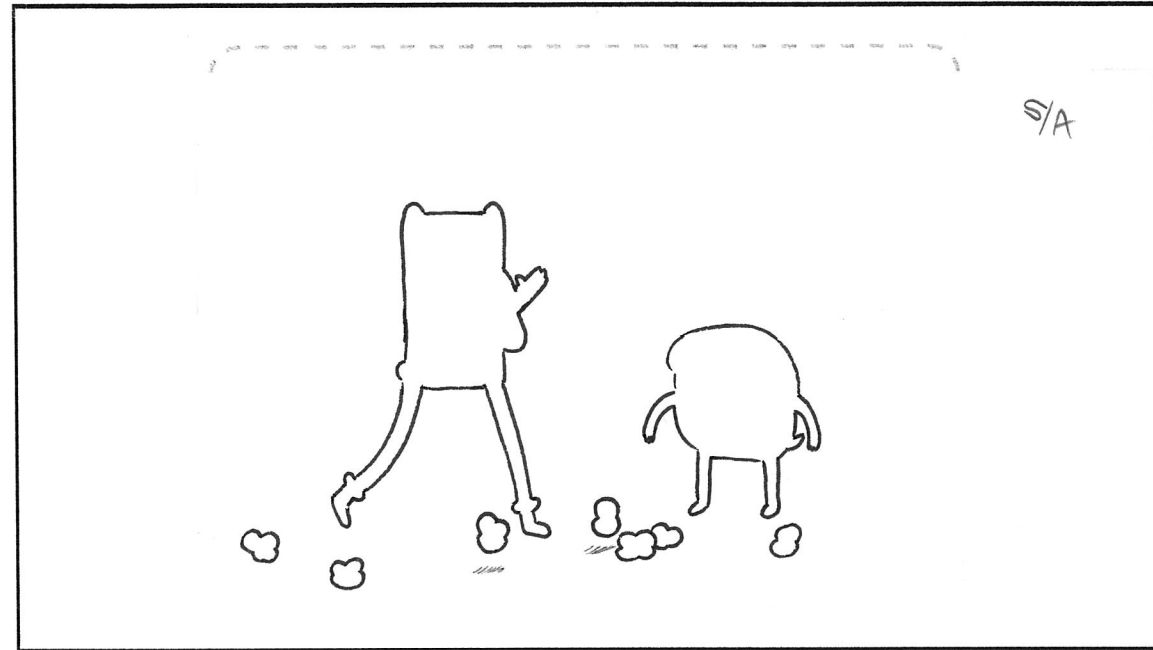


Sc. 80

Pnl. D

Bg.

day night



Dialog:

(F) YEAHH ...



Action:

(SP)

Timing:

1034-235

EPISODE #

Production :

# ADVENTURE TIME



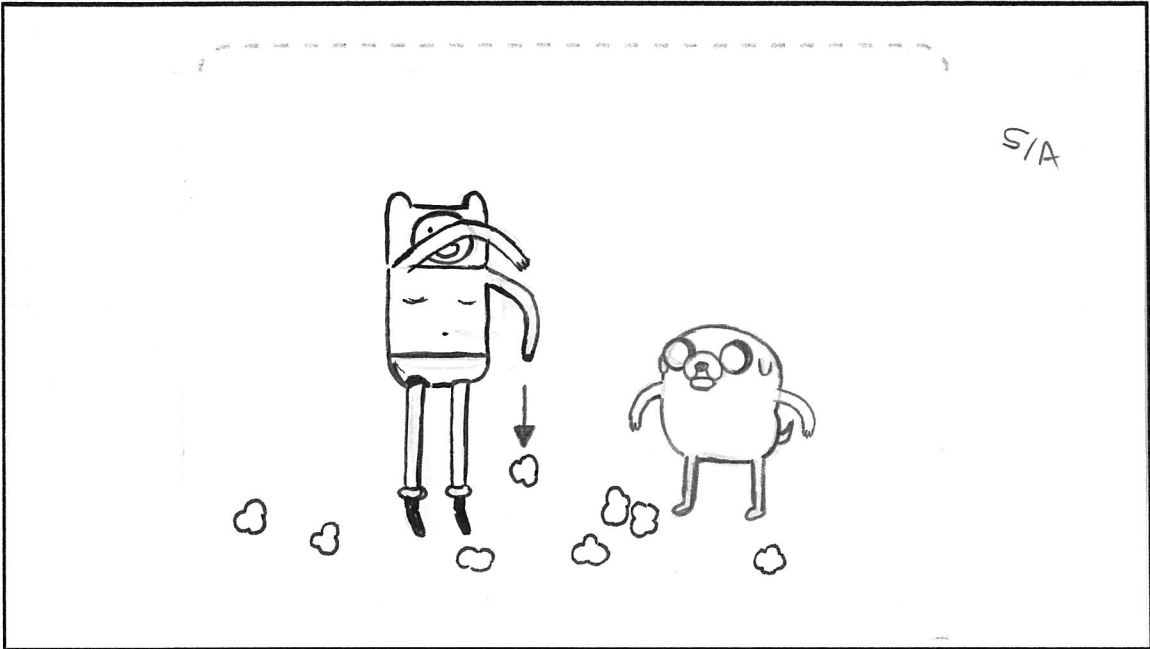
Page 134

Sc. 80

Pnl. E

Bg.

day night

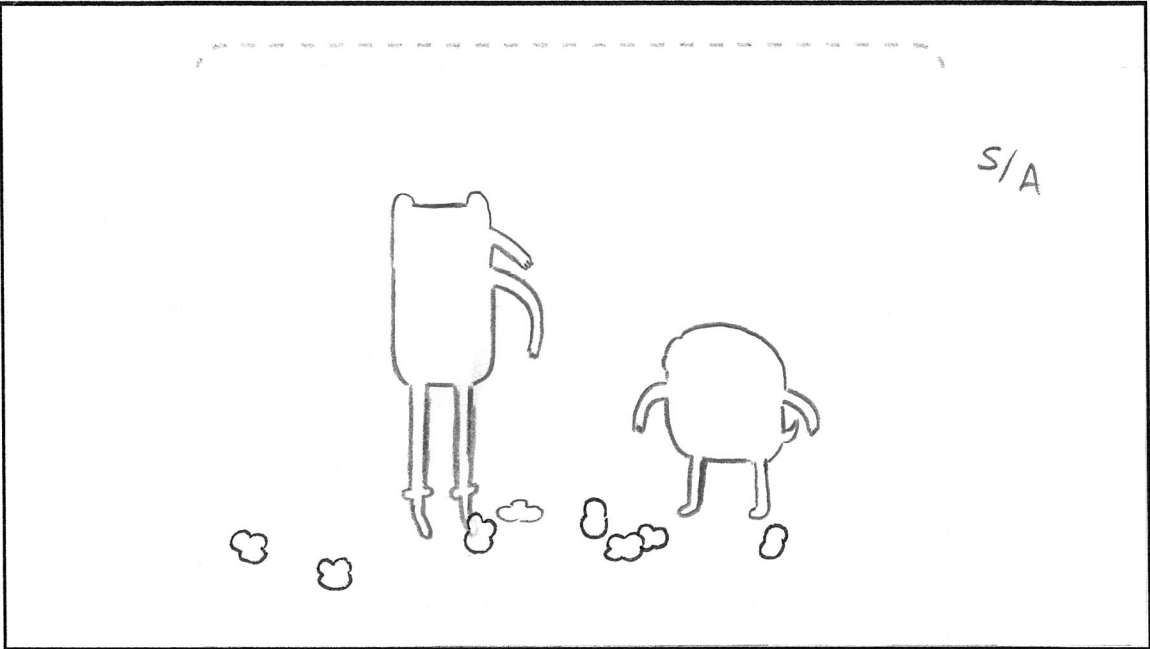


Sc. 80

Pnl. f

Bg.

day night



Dialog:

Action:

- F. DROPS PURPLES.

Timing:



1034-235

EPISODE #

Production :

ADVENTURE TIME



Sc. 80

Pnl. G

Bg.

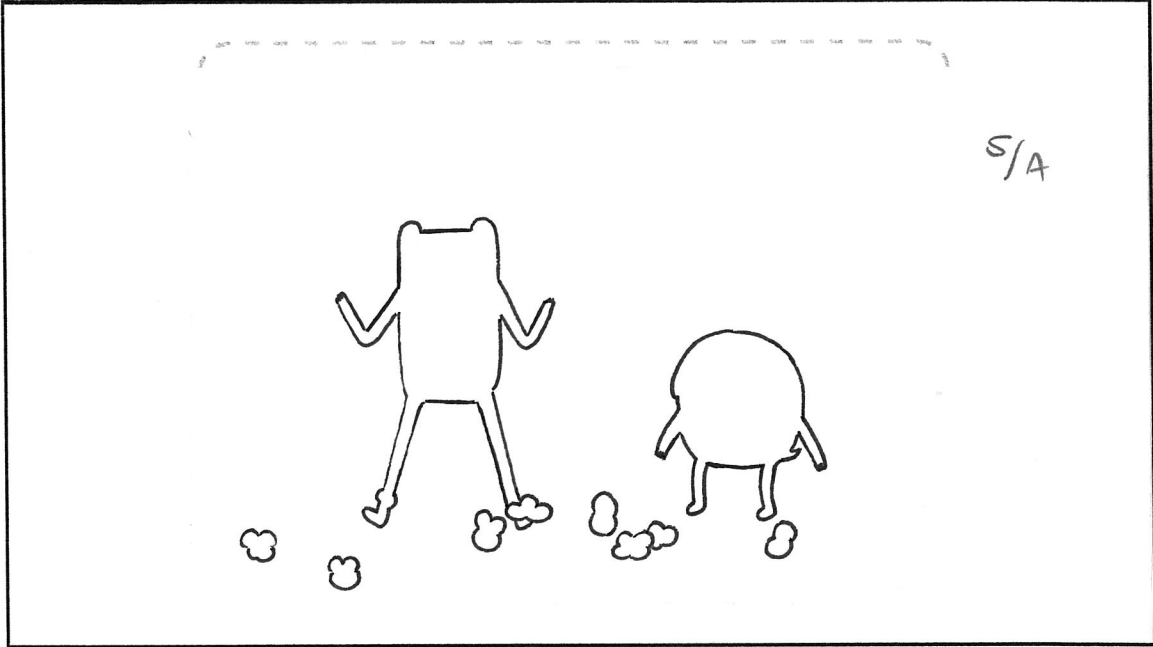
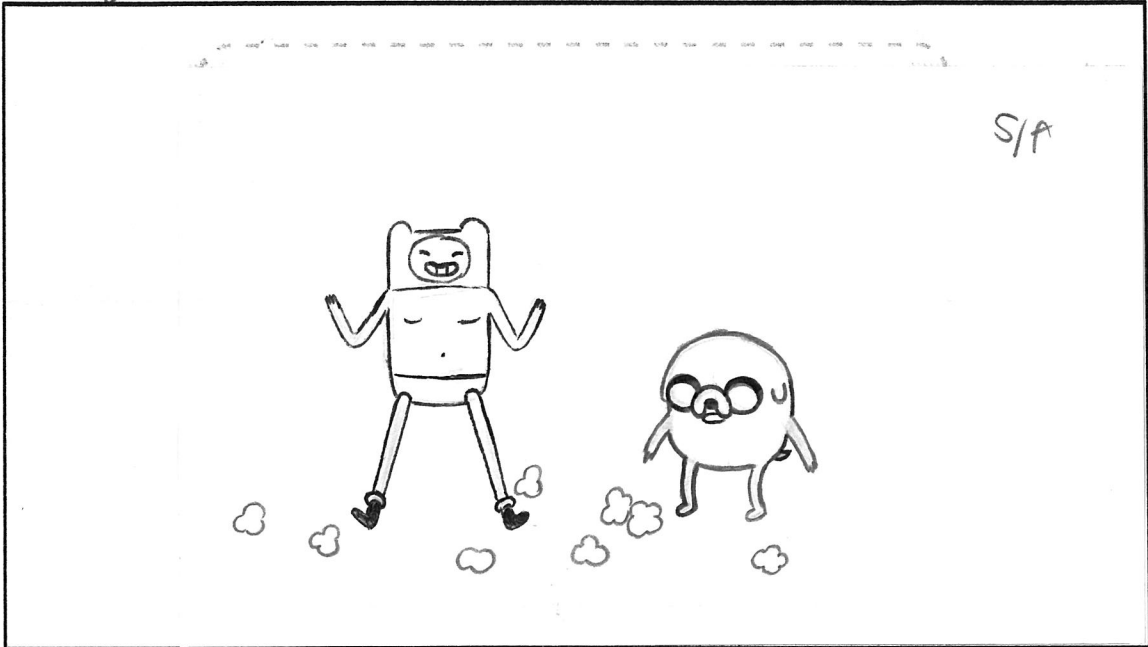
day night

Sc. 80

Pnl. H

Bg.

day night



Dialog:
Action:
Timing:

1034-235

EPISODE #

Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 80

Pnl. I

Bg.

day night

Sc. 80

Pnl. J

Bg.

day night

Dialog:

JAKE: (CREAMY) PURPLES..

Action:

- J. DROPS TO HIS KNEES.

Timing:

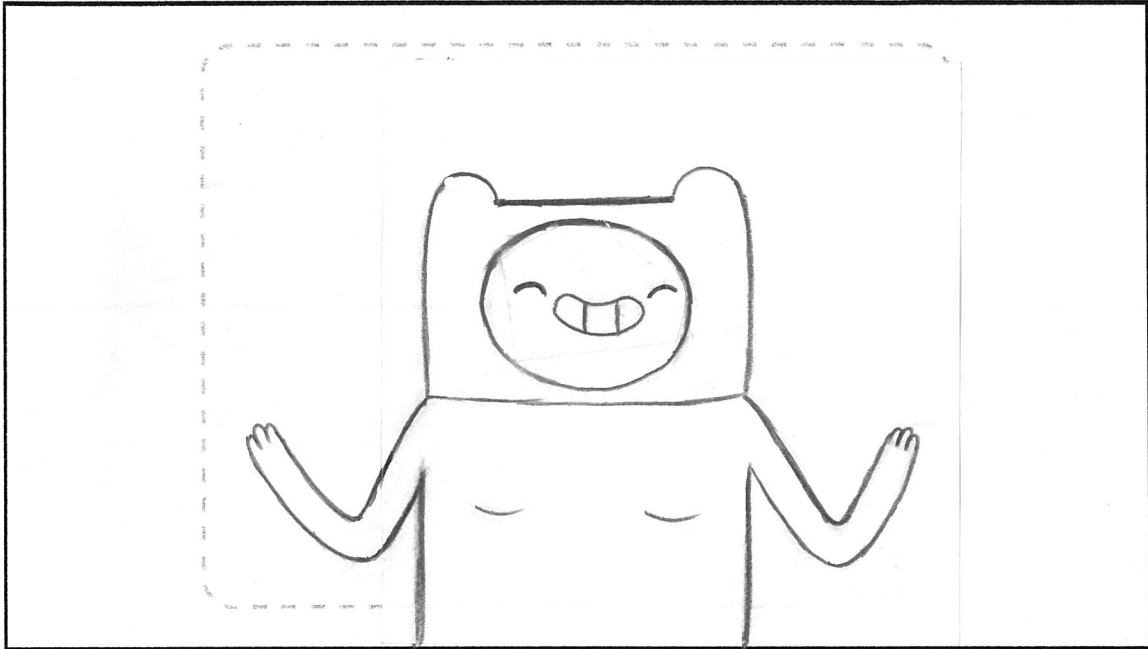
1034-235  
EPISODE #  
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

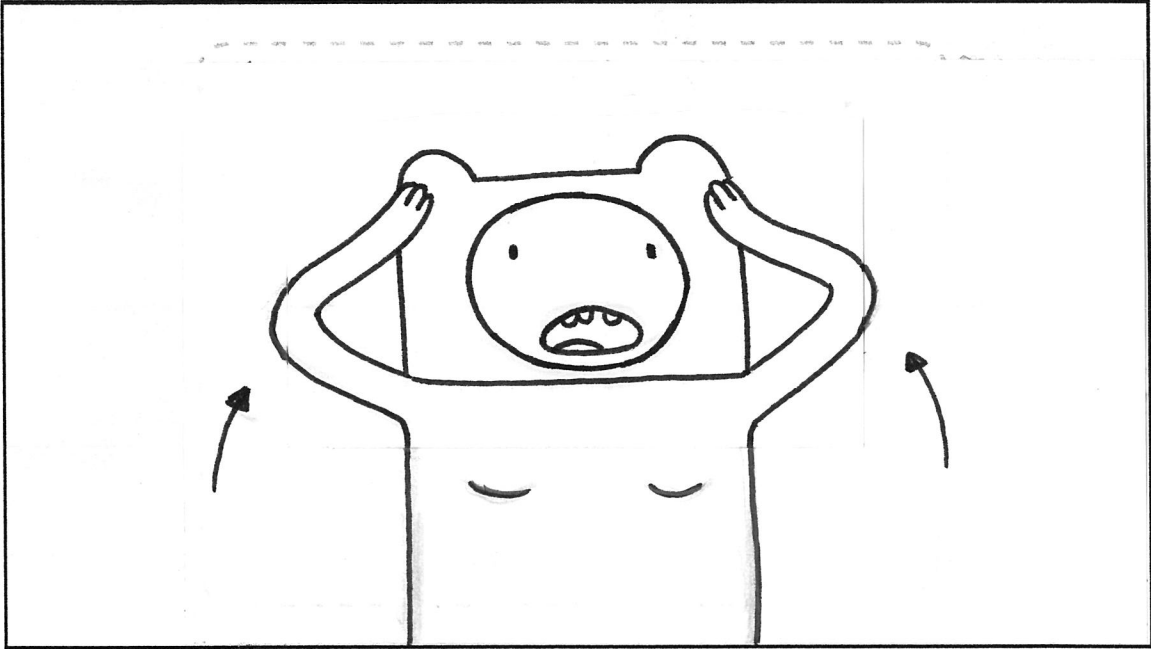
# ADVENTURE TIME



Sc. 81 Pnl. A Bg. day night



Sc. 81 Pnl. B Bg. day night



Dialog:	S.P.	<u>F</u> : Wait! what were we doing? JUS
Action:		
Timing:		

1034-235  
EPISODE #

Production :

# ADVENTURE TIME



Sc. 82 Pnl. A Bg. day night

Sc. 83 Pnl. A Bg. day night

Dialog:  
F: WE... We... who are we?  
J: Ugh...

Action:

Timing:

1034-235  
EPISODE #  
Production :

ADVENTURE TIME



Sc. 83

Pnl. B

Bg.

day night

S/A

Sc. 83

Pnl. C

Bg.

day night

S/A

Dialog: J: I dunno man.

Action: - J. swaying.

Timing:

J: But I like these things...

- J. FLAPS INTO PURPLES.





© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



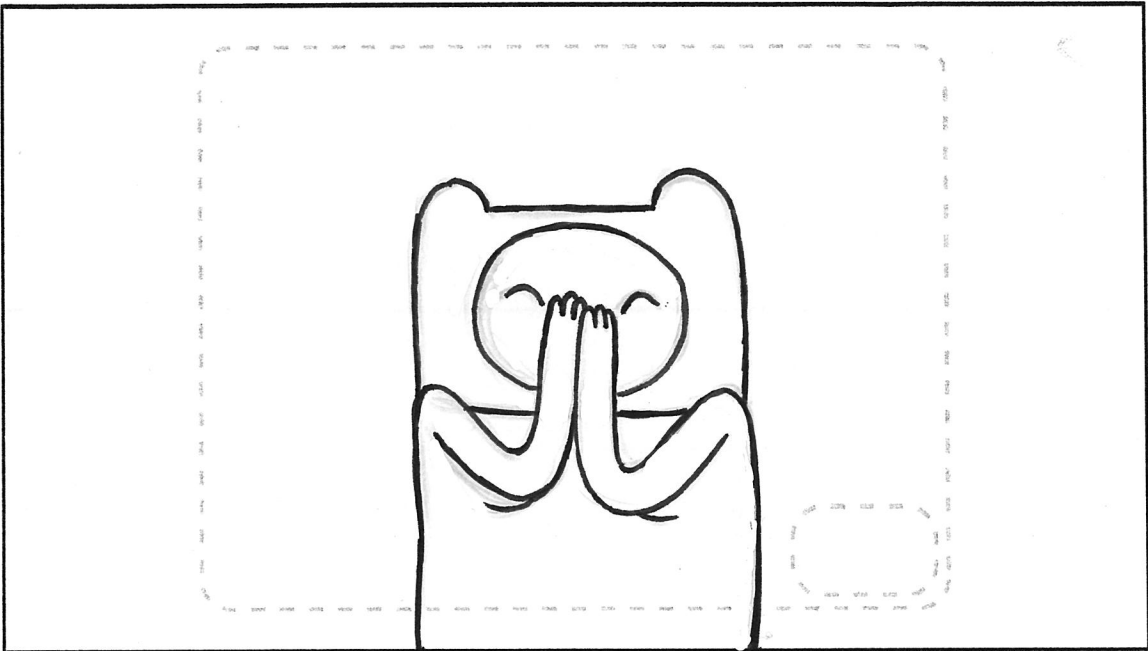
Page 140

Sc. 84

Pnl. A

Bg.

day night

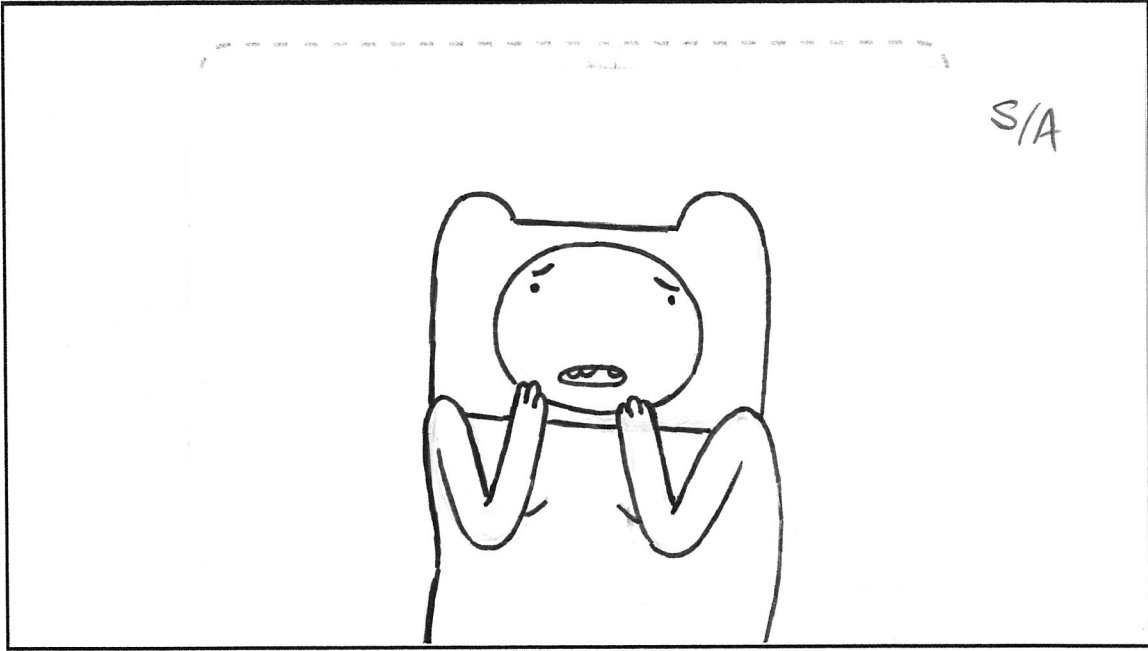


Sc. 84

Pnl. B

Bg.

day night



Dialog:

F: Foon... I'm Foon...

Action:

-FINN THINKS.

Timing:

EPISODE # 1034-235

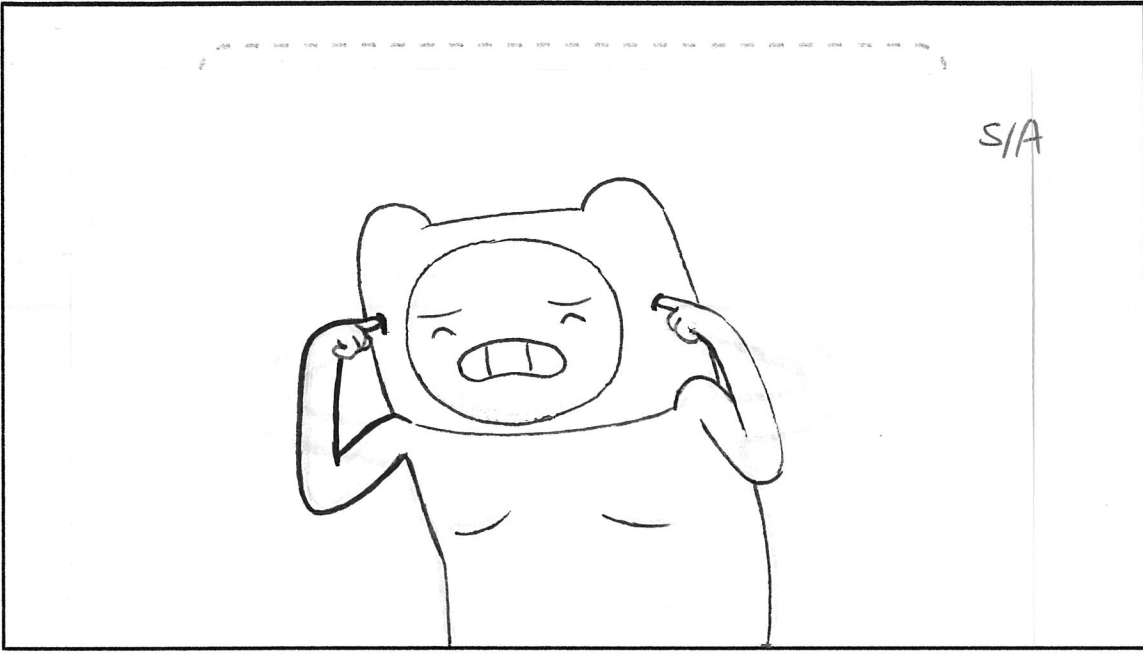
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

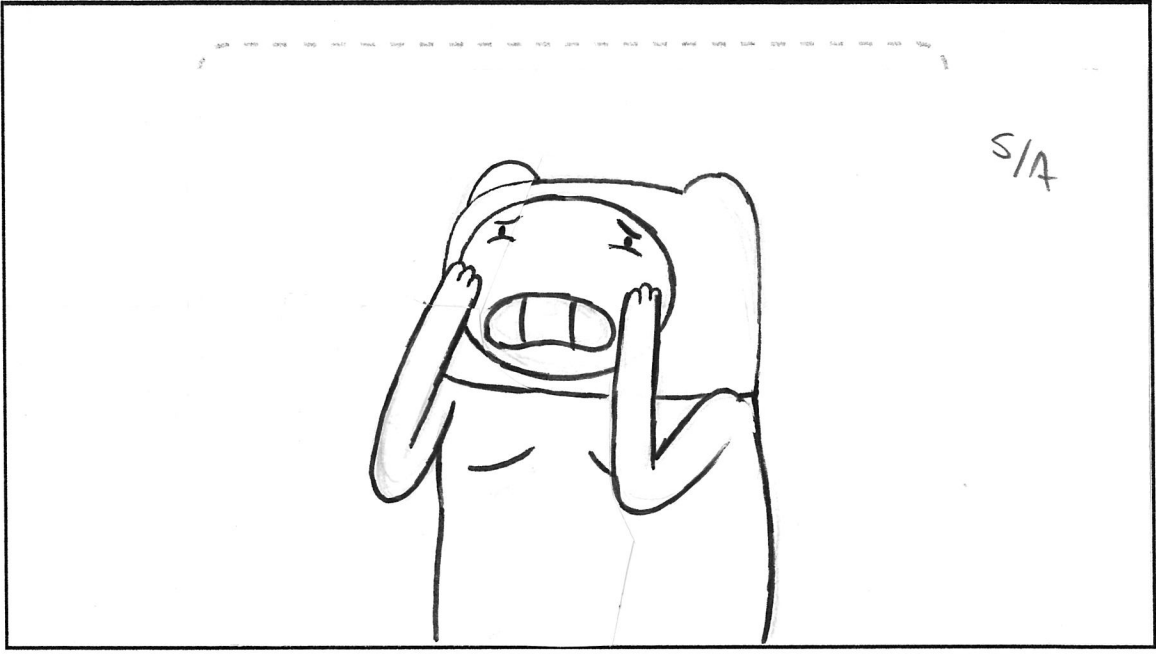
ADVENTURE TIME




Sc. 84 Pnl. C Bg. day night



Sc. 84 Pnl. D Bg. day night



Dialog:	F: [STRAINING]	
Action:		-F. WRACKS HIS BRAIN.
Timing:		

EPISODE # 1034-235  
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 84 Pnl. E Bg. day night

S/A

Sc. 84 Pnl. F Bg. day night

S/A

Dialog:	<p>S/A</p>	F: I'm . . . Fine.
Action:		
Timing:		

EPISODE # 1034-235  
Production :

# ADVENTURE TIME



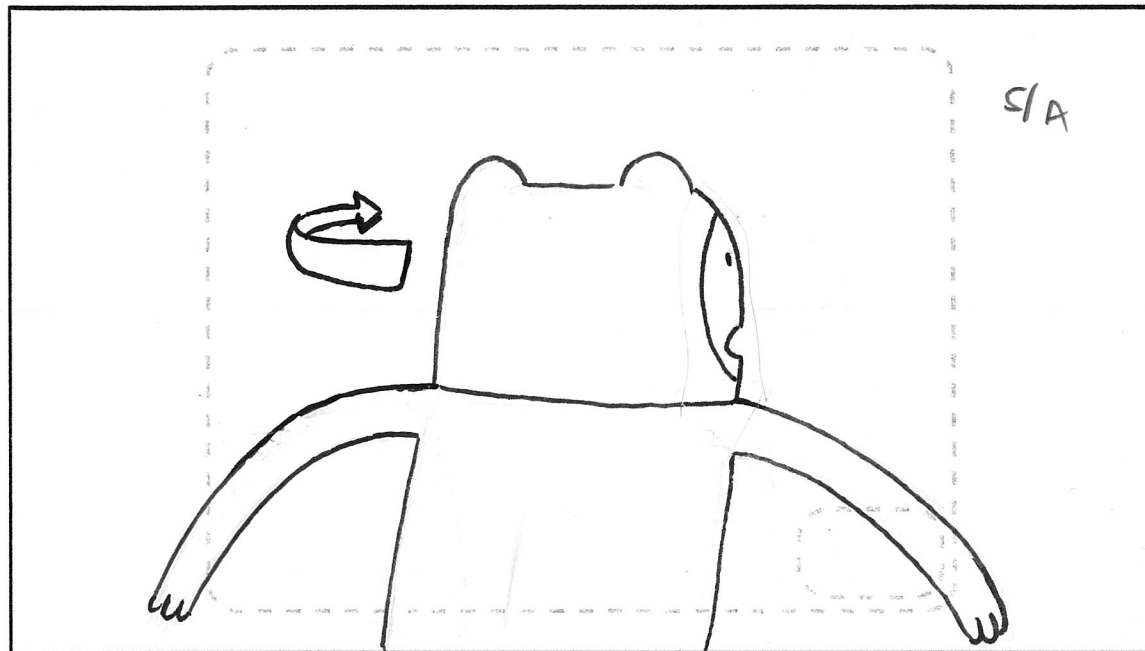
Page 143

Sc. 84

Pnl. G

Bg.

day night

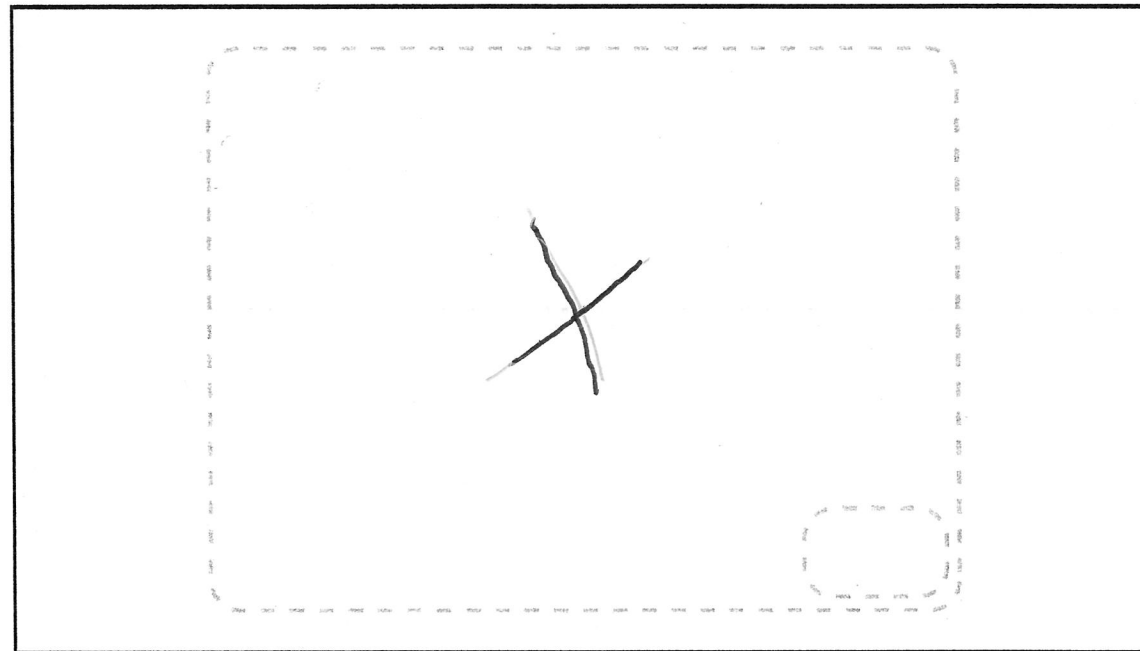


Sc.

Pnl.

Bg.

day night



Dialog:

F: Huh?

(SP)

Action:

- FINN SPINS  
AROUND

Timing:



1034-235

EPISODE #

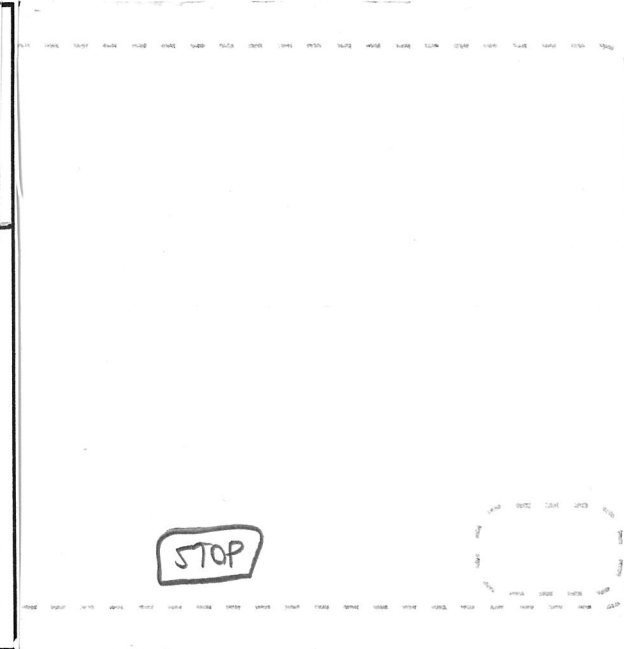
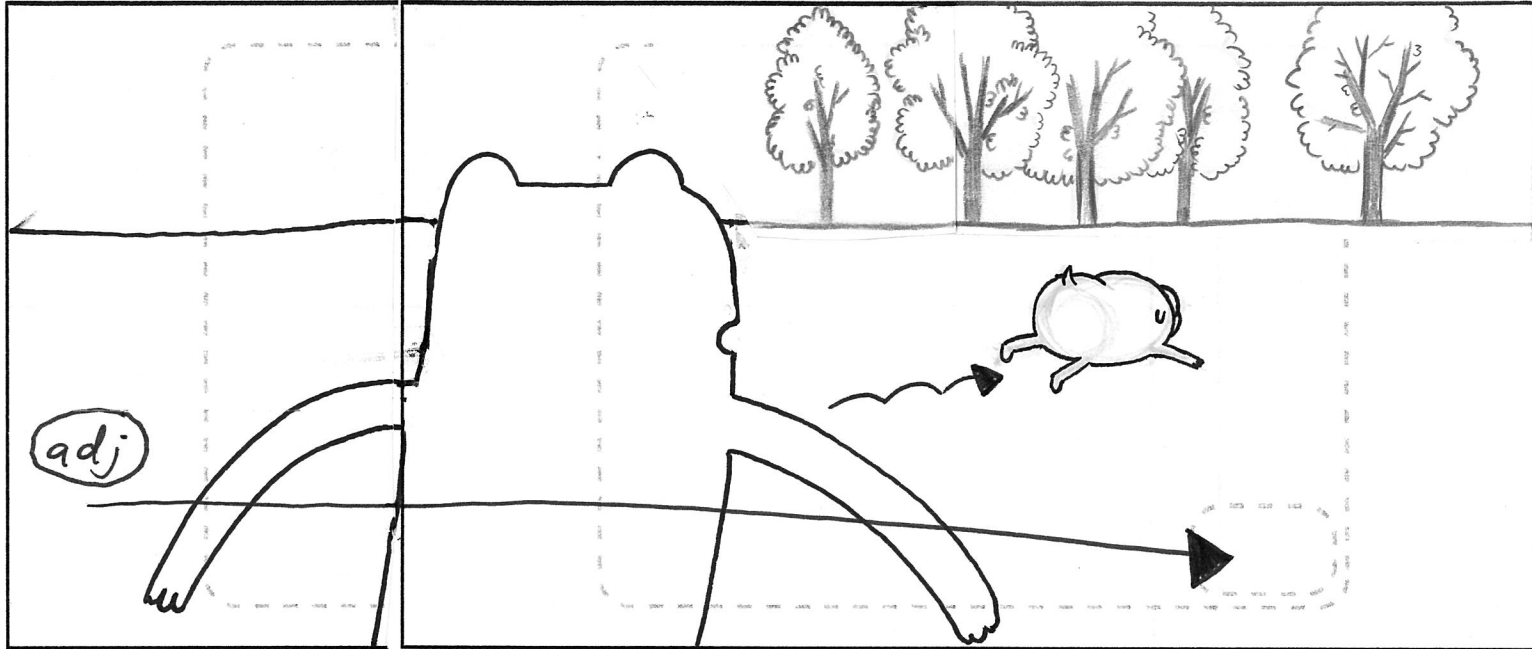
Production :



ADVENTURE TIME



Sc. 84 Pnl. H Bg. day night



Dialog:
① [STRUGGLING]
Action:
-PAN OVER TO JAKE "SWIMMING ON GROUND.
Timing:

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 145

Sc. 84 Pnl. I Bg. day night

Sc. 84 Pnl. J Bg. day night

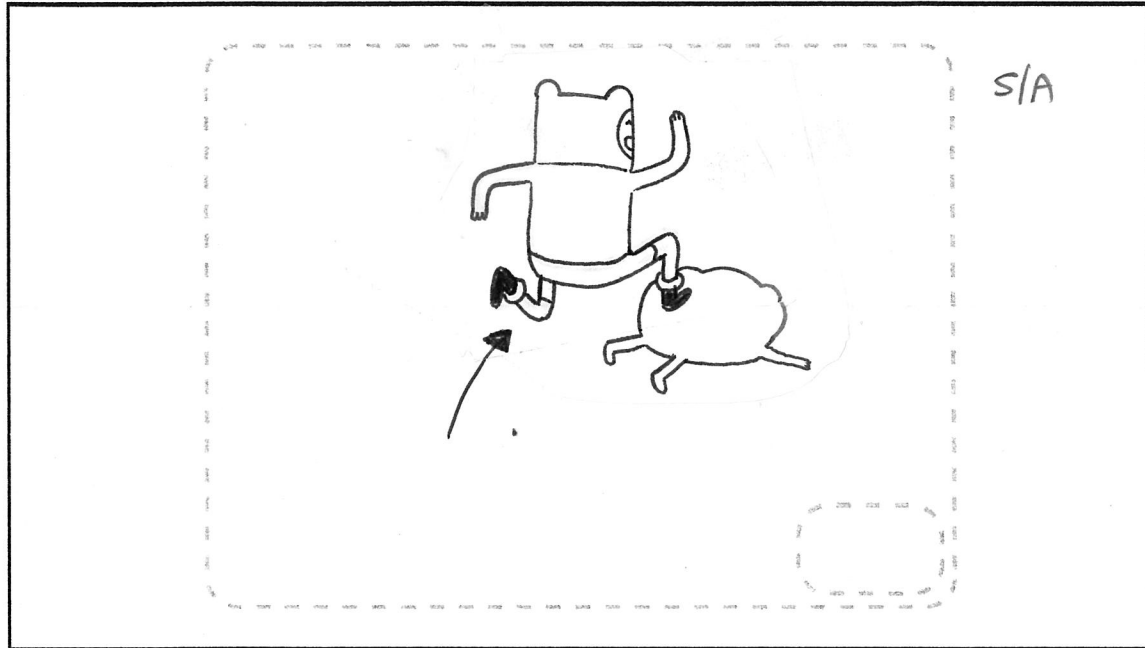
Dialog:	<p>ⓕ JA ... JA ...</p>	<p>ⓕ J A A A A --</p>
Action:	<p>-F. STARES AT JAKE.</p>	<p>-F. RUNS TOWARDS JAKE.</p>
Timing:	<p>ⓑ</p>	

1034-235  
EPISODE #  
Production :

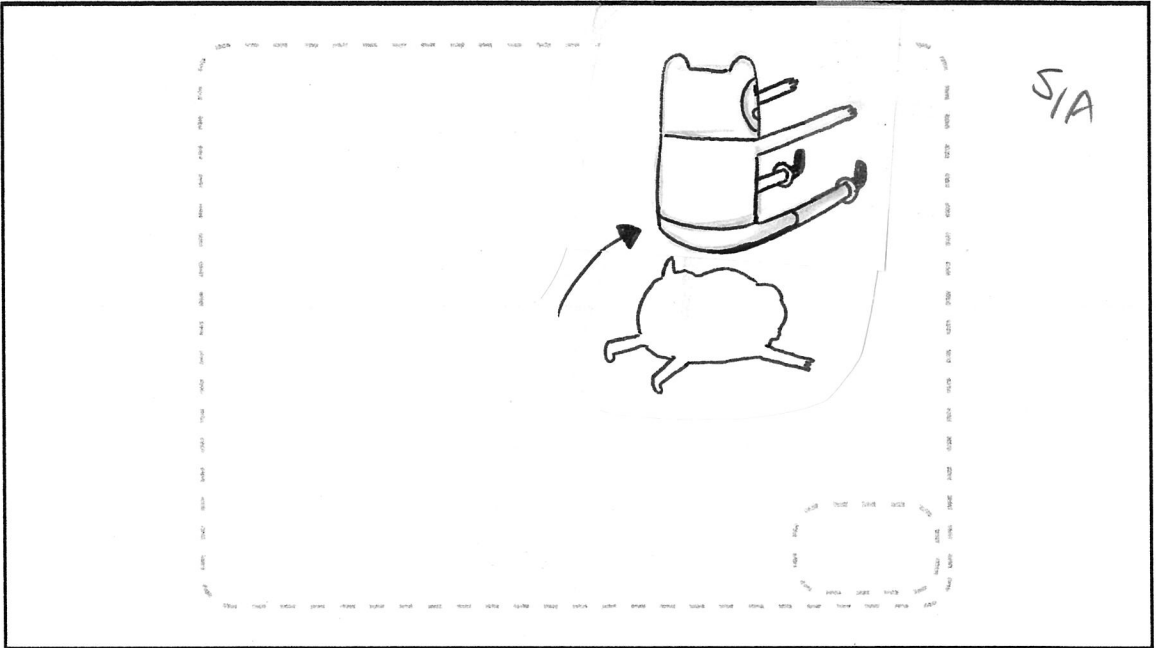
ADVENTURE TIME



Sc. 84 Pnl. K Bg. day night



Sc. 84 Pnl. L Bg. day night



Dialog:	FINN : AAAUUUUUMP !
Action:	-F. JUMPS.
Timing:	

EPISODE # 1034-235

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 84 Pnl. M Bg. day night

S/A

Sc. 85 Pnl. A Bg. day night

Dialog:	(F) HELLO ...
Action:	-F. LANDS IN FRONT OF JAKE.
Timing:	

1034-235 EPISODE # Production :

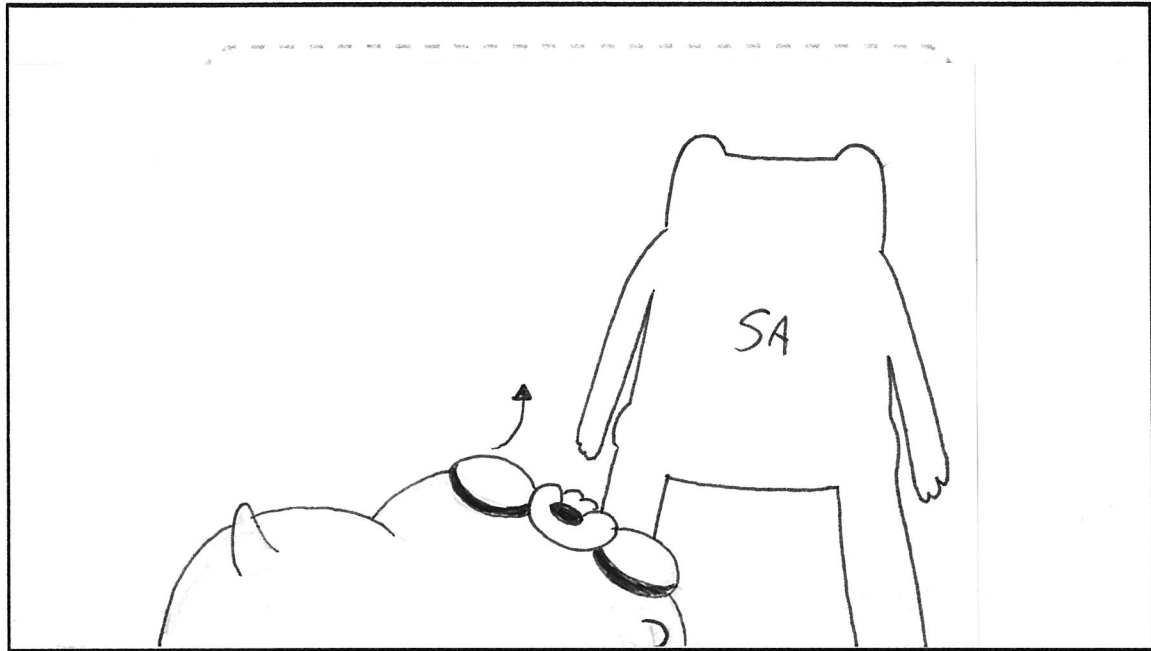


© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

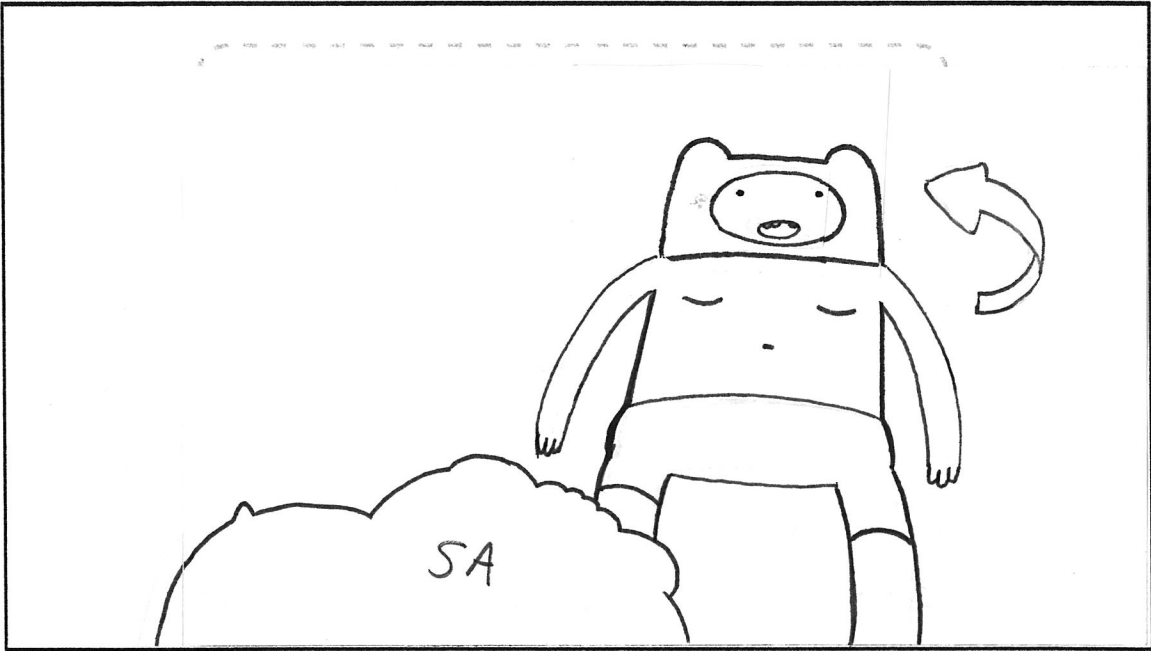
ADVENTURE TIME



Sc. 85 Pnl. B Bg. day night



Sc. 85 Pnl. C Bg. day night



Dialog:	F: Are you a lost dog.	
Action:	Take looks up.	-F. TURNS AROUND
Timing:		

1034-235  
EPISODE #  
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 85

Pnl. D

Bg.

day night

Sc. 86

Pnl. A

Bg.

day night

Dialog: F: I am boy...

Action: - F. OFFERS HAND TO JAKE.

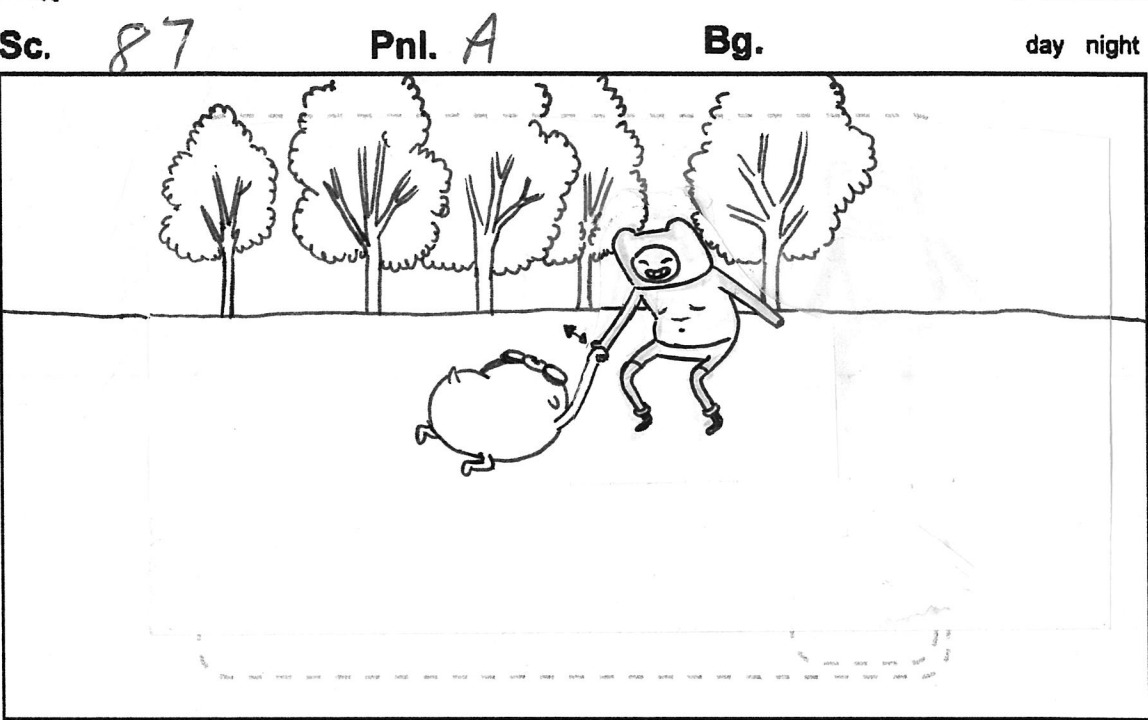
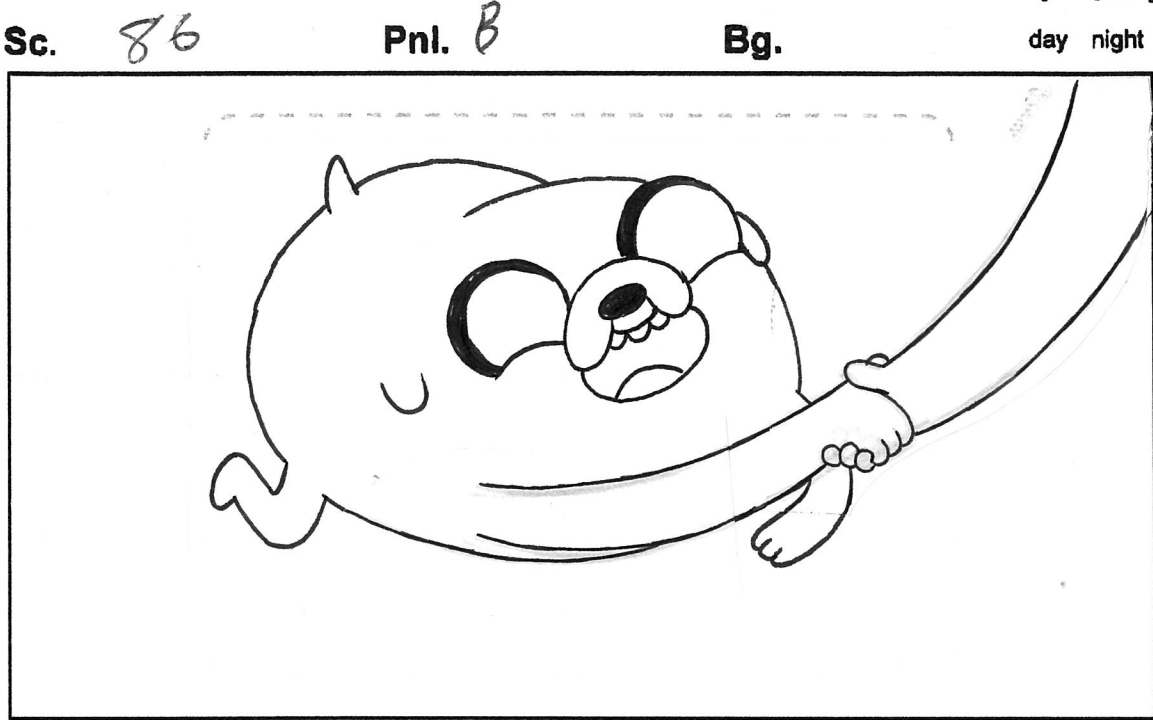
Timing:

1034-235

EPISODE #

Production :

ADVENTURE TIME



Dialog:	J: Uh, maybe?	F: We are boy and dog.
Action:	- F+J shake hands.	
Timing:		

1034-235  
EPISODE #  
Production :

ADVENTURE TIME



Sc. 87 Pnl. B Bg. day night

Sc. 88 Pnl. A Bg. day night

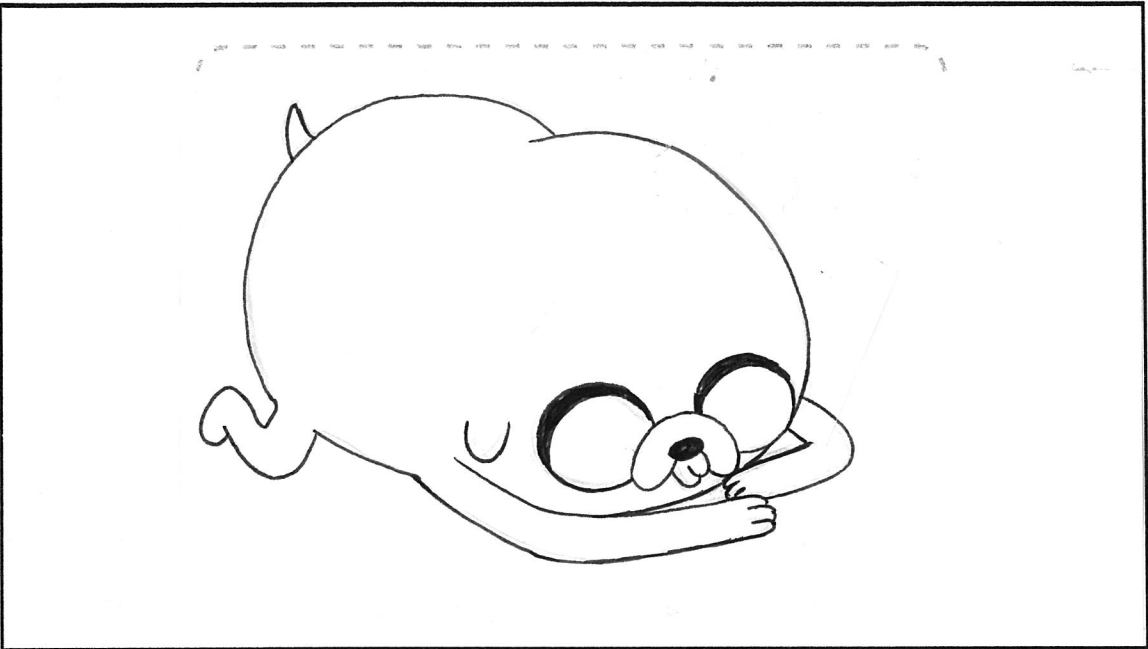
Dialog:	F: DOG, what are you doing on the ground?	J: I'm ...
Action:		
Timing:		



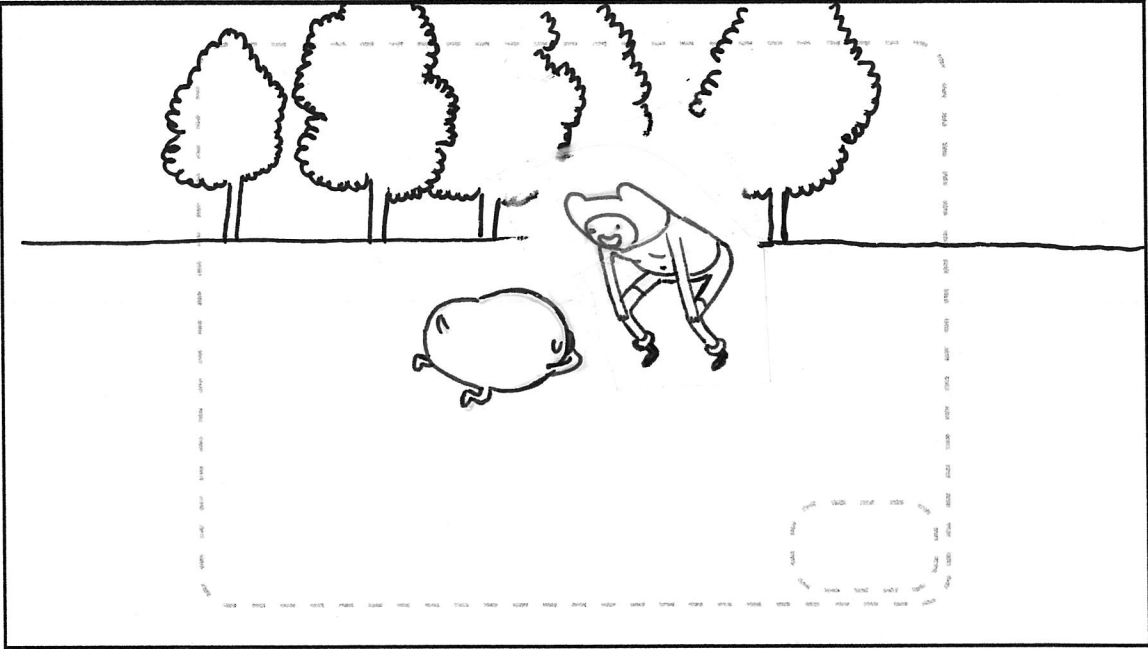
ADVENTURE TIME



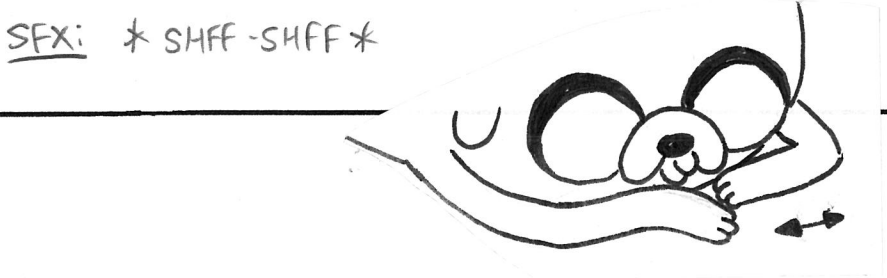
Sc. 88 Pnl. B Bg. day night



Sc. 89 Pnl. A Bg. day night



Dialog: J: Petting the ground, BOY. F: Looks like fun...



Action:

Timing:

1034-235  
EPISODE #  
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 89 Pnl. B Bg. day night

S/A

Sc. 90 Pnl. A Bg. day night

Dialog: F: Hey! It smells like toast!

F: what do you like on your toast, DOG?

Action: -F. FLOPS ONTO BELLY.

Timing:

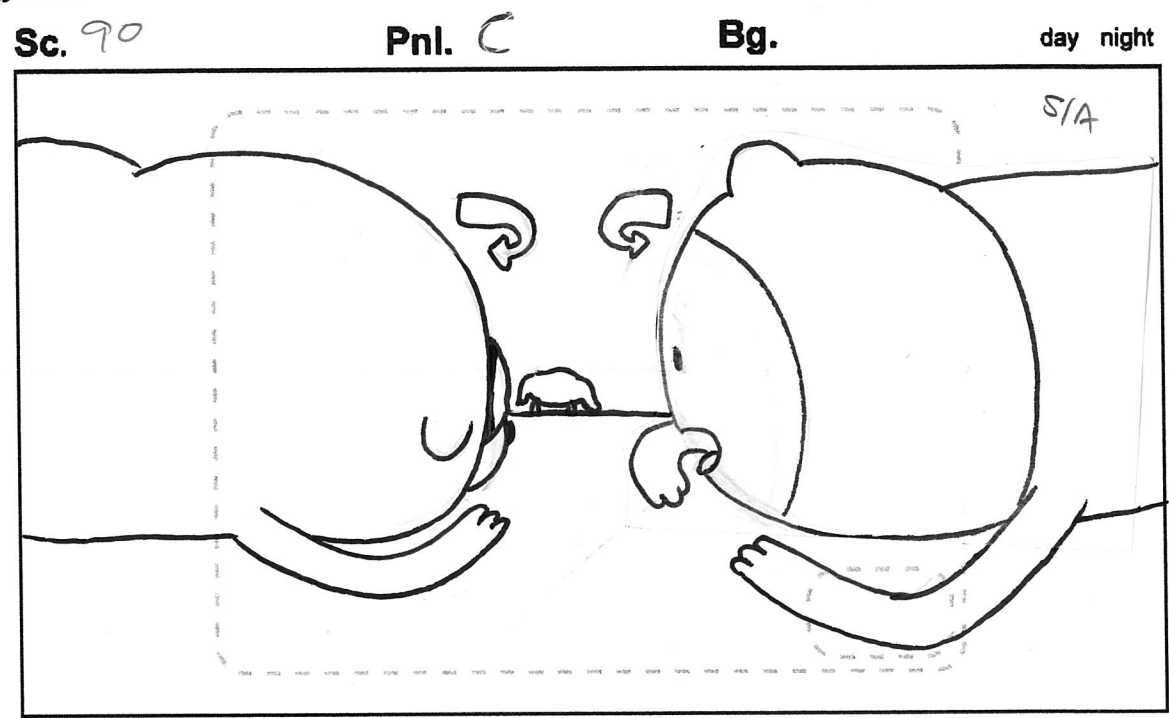
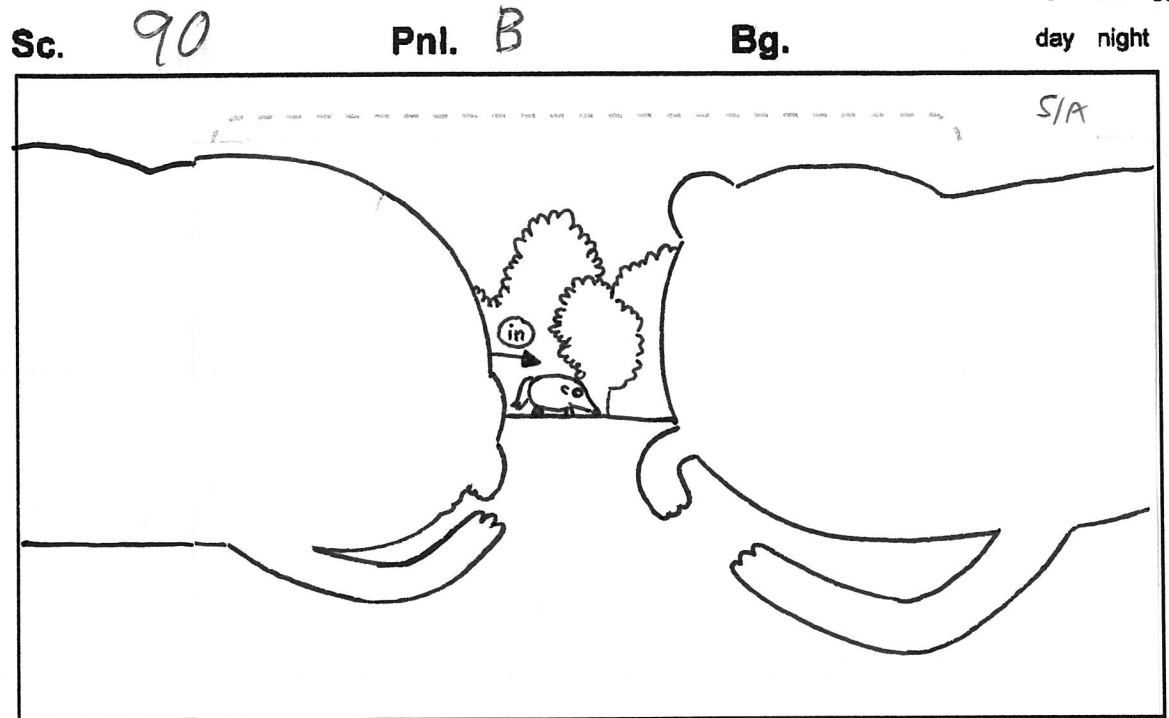
1034-235

EPISODE #

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	BUSH BOOTS: A bloo bloo bloo	F: Crying... LONG NOSE,
Action:	- BUSH BOOTS WALKS ON/S.	- F. TURN TOWARDS BUSH BOOTS.
Timing:		

1034-235  
EPISODE #  
Production :

ADVENTURE TIME



Sc. 90 Pnl. D Bg. day night

Sc. 90 Pnl. E Bg. day night

Dialog:	(UNISON) F+J: INVESTIGATE.	BB: A BLOO BLOO BLOO...
Action:	- F+J STAND AND RUN TOWARDS BUSH BOOTS	
Timing:		

1034-235  
EPISODE #  
Production :

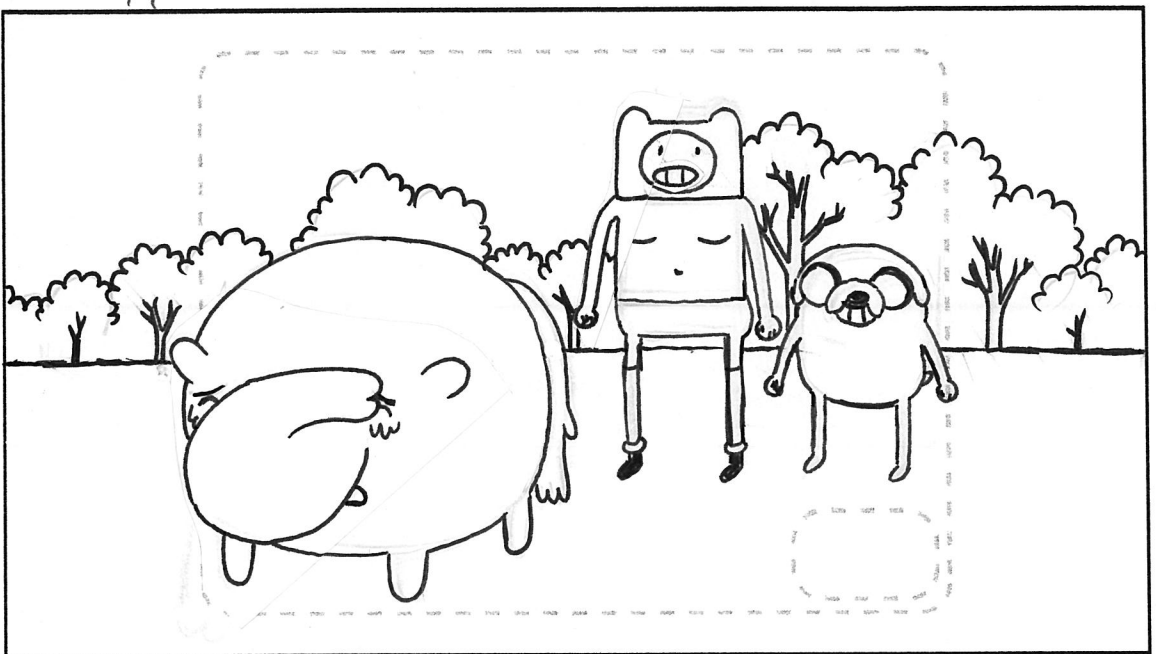


© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

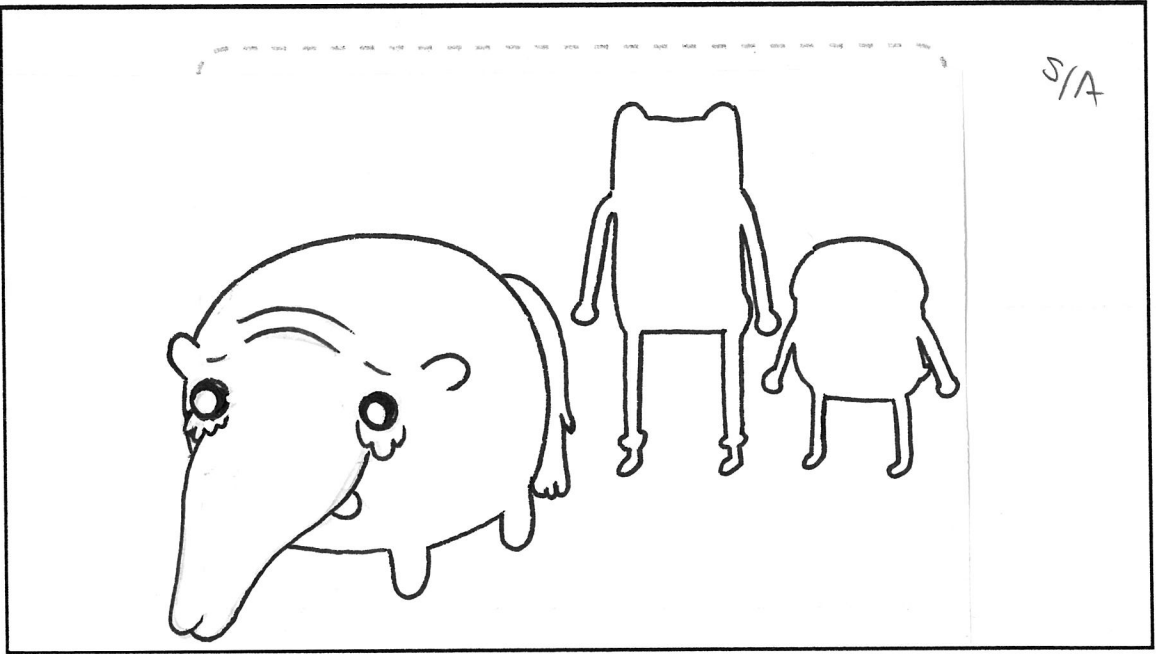
ADVENTURE TIME



Sc. 91 Pnl. A Bg. day night



Sc. 91 Pnl. B Bg. day night



**Dialog:** f: Your crying indicates you're in need of help.  
BB: [ CRYING ]

**Action:** - BB OPENS EYES

**Timing:**

1034-235 EPISODE # Production :

ADVENTURE TIME

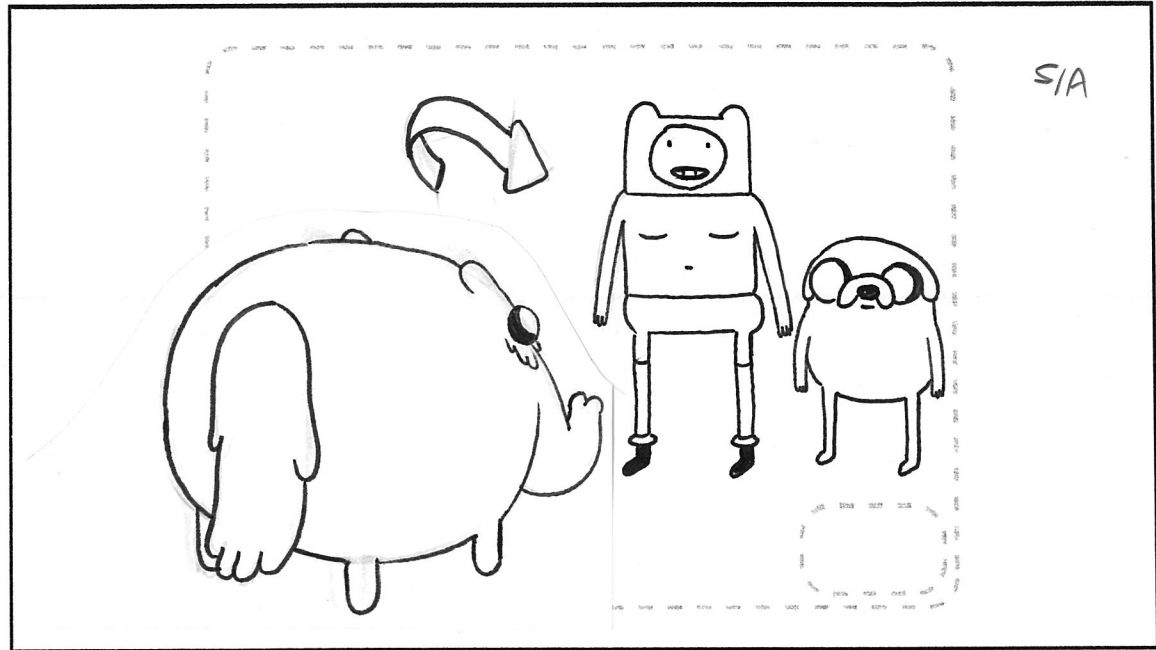


Sc. 91

Pnl. C

Bg.

day night



Sc. 92

Pnl. A

Bg.

day night



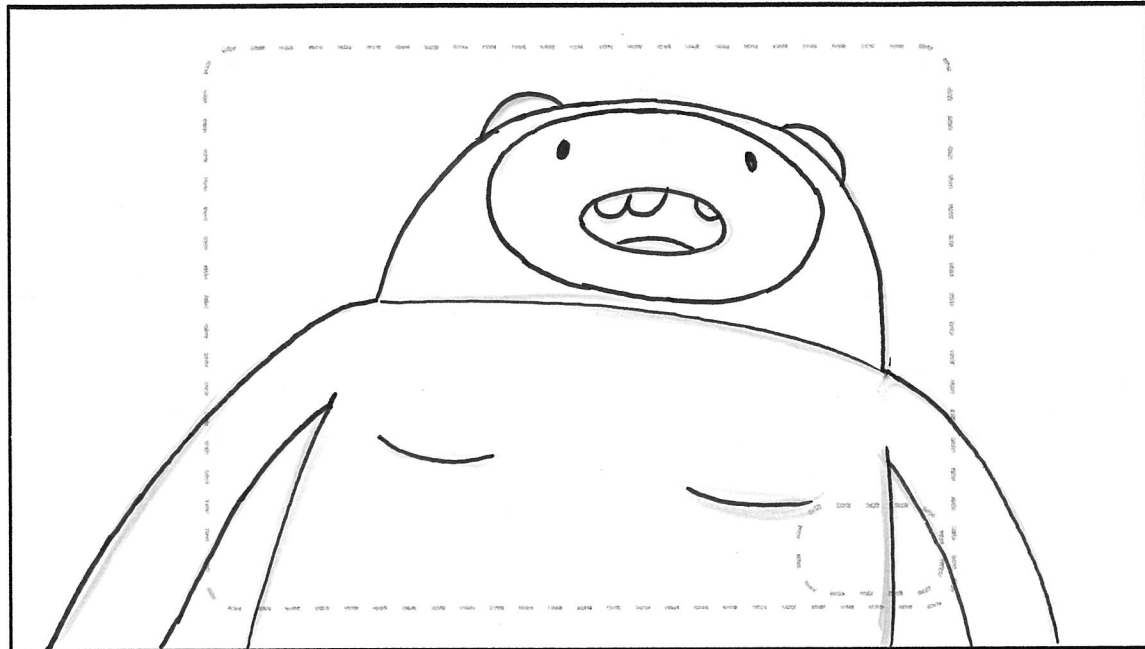
Dialog:	BB [ SNIFF ]	TT: You strangers would help me?
Action:	- BB TURNS AROUND.	
Timing:		

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

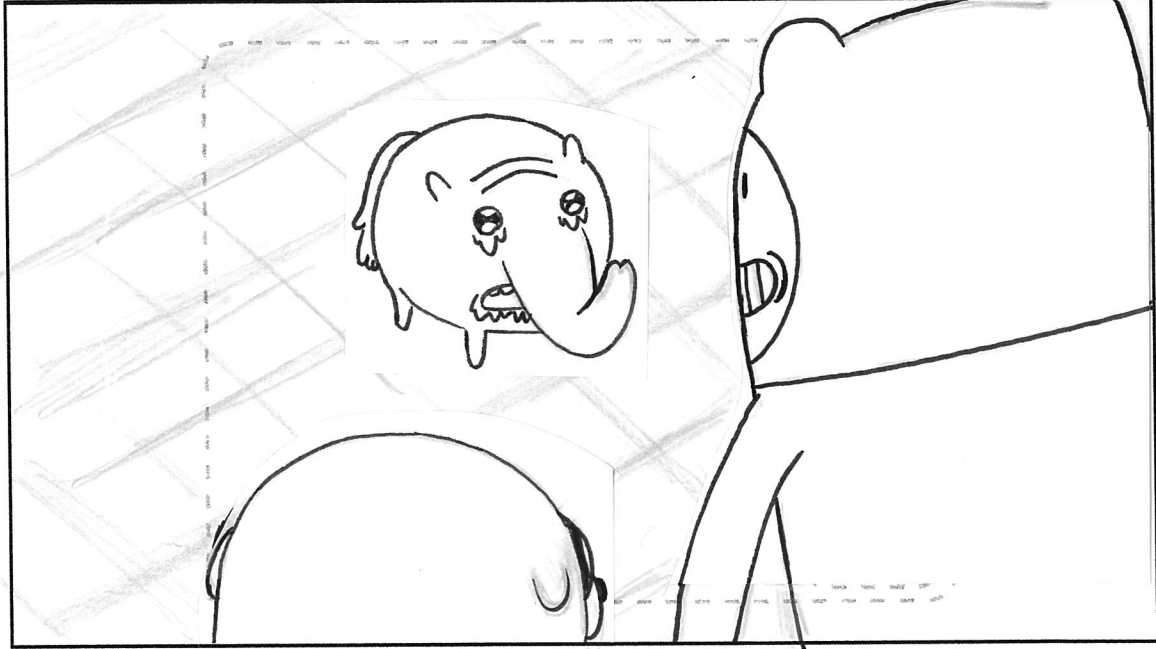
ADVENTURE TIME



Sc. 93 Pnl. A Bg. day night



Sc. 94 Pnl. A Bg. day night



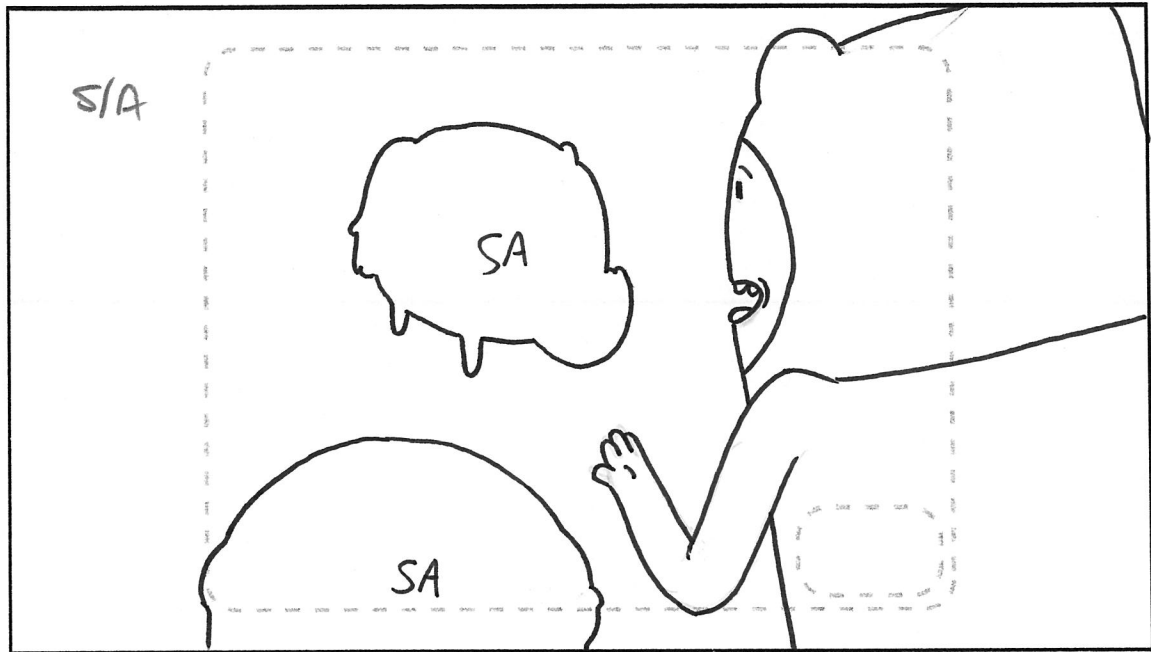
Dialog:	<u>F</u> : what do you need help with, miss?	<u>TT</u> : I've lost my rolling pin.
Action:		
Timing:		

EPISODE # 1034-235 Production :

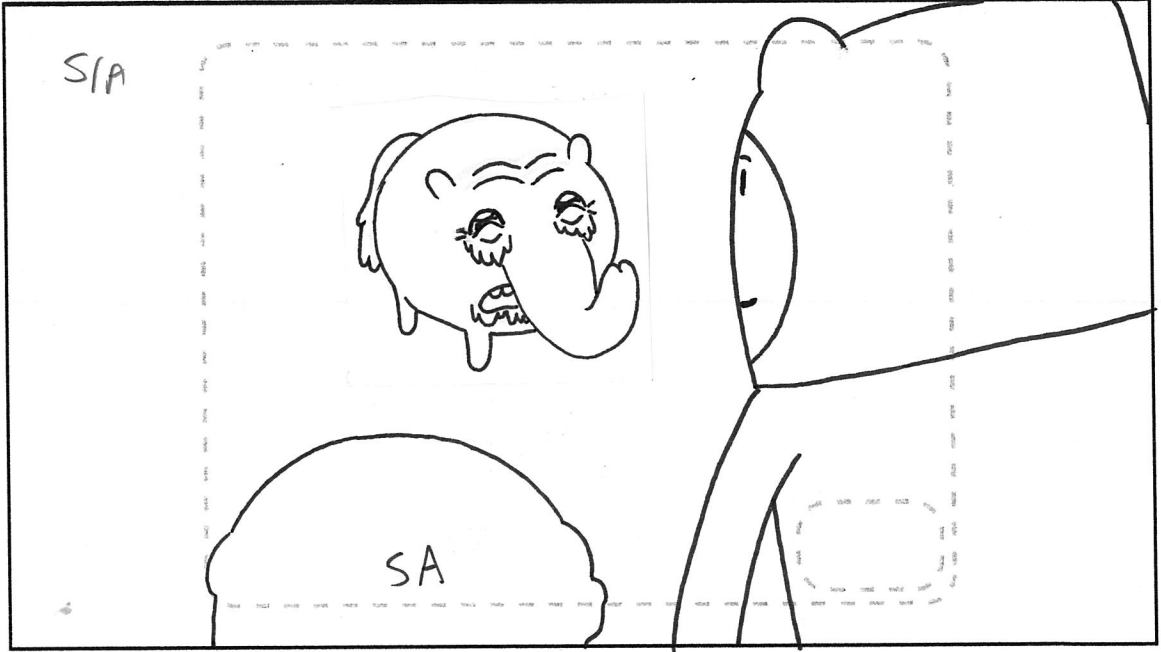
ADVENTURE TIME



Sc. 94 Pnl. B Bg. day night



Sc. 94 Pnl. C Bg. day night



Dialog:	<u>F:</u> UNDERSTOOD, WHAT'S YOUR NAME?	<u>TT:</u> I'm Bush Boots ...
Action:		
Timing:		

1034-235 EPISODE # Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



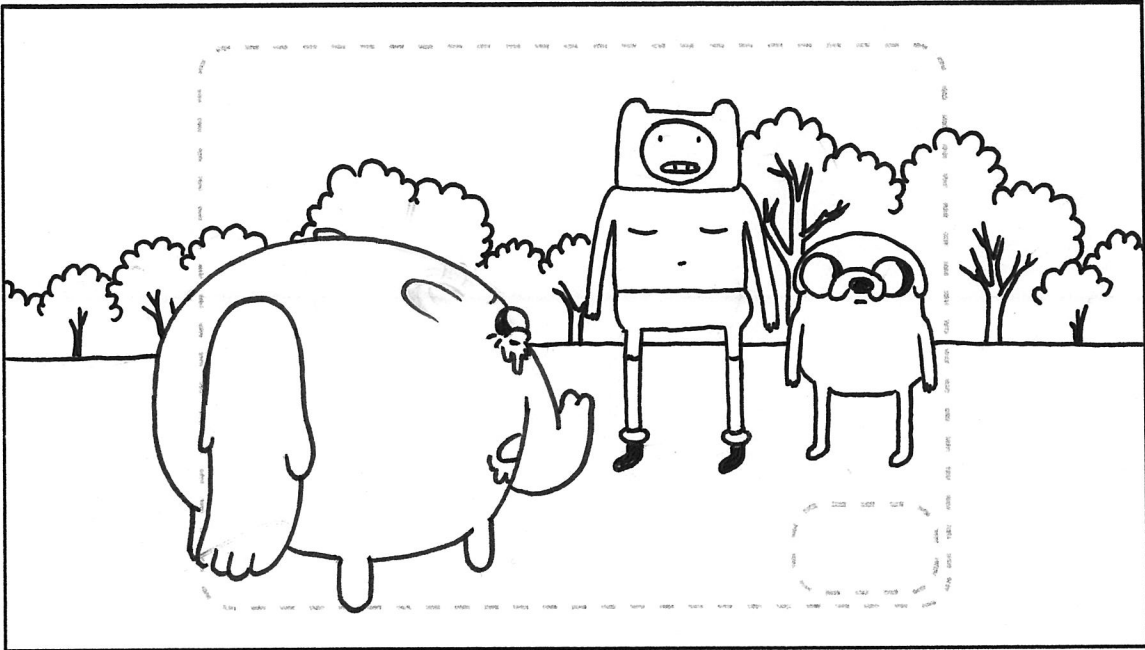
Page 160

Sc. 95

Pnl. A

Bg.

day night

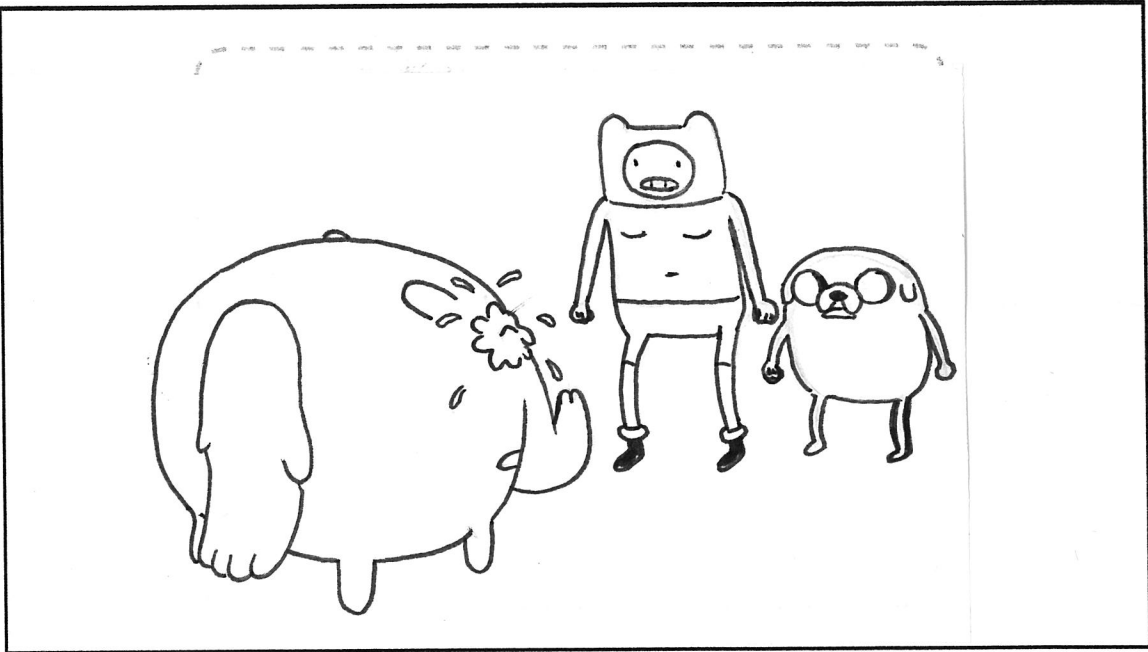


Sc. 95

Pnl. B

Bg.

day night



Dialog:

BB: THE LITTLE APRICOT  
ANT EATER --

BB: [crying]

Action:

- BB STARTS CRYING AGAIN

Timing:

1034-235

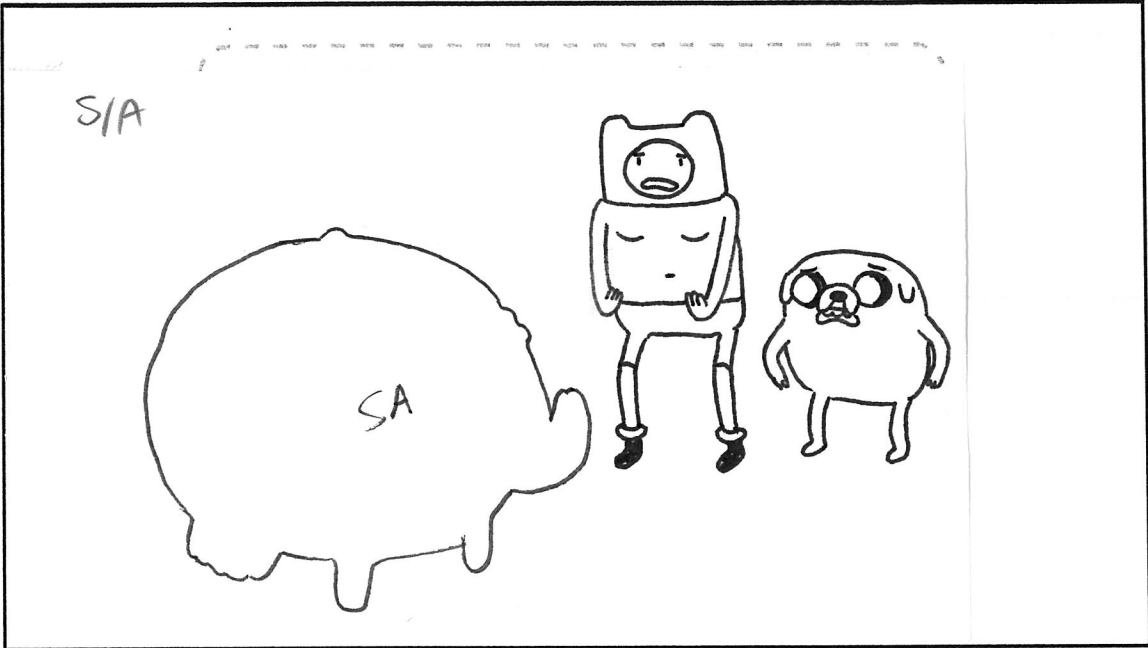
EPISODE #

Production :

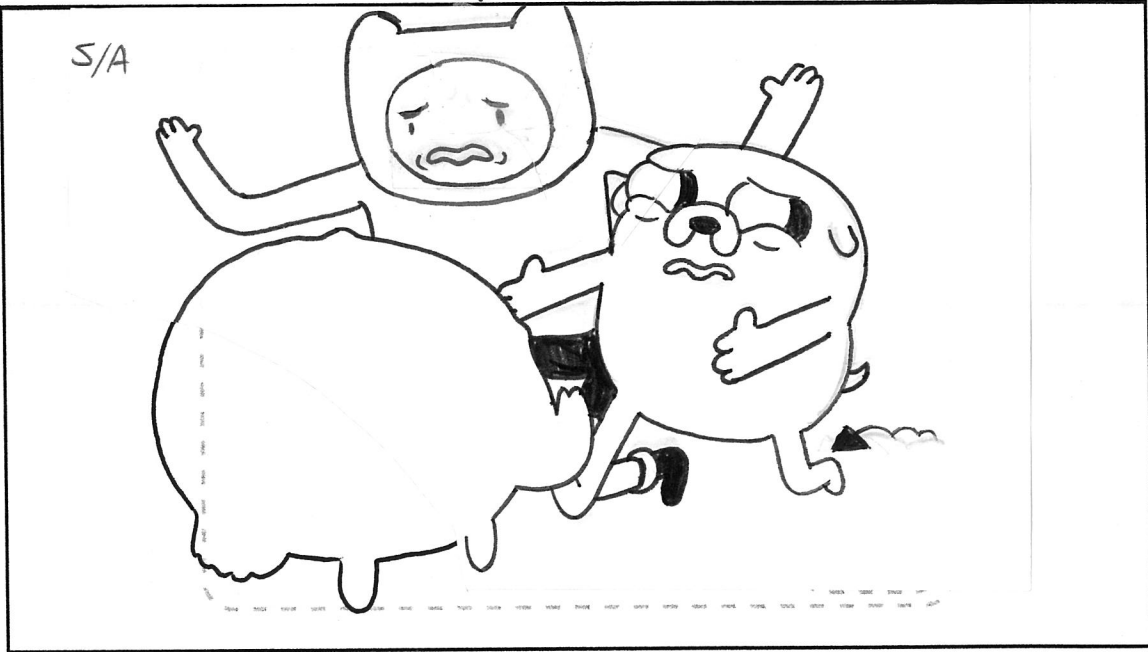
ADVENTURE TIME



Sc. 95 Pnl. C Bg. day night



Sc. 95 Pnl. D Bg. day night



Dialog:	BB : [CRYING] _____
Action:	- F+J RUSH FORWARD
Timing:	

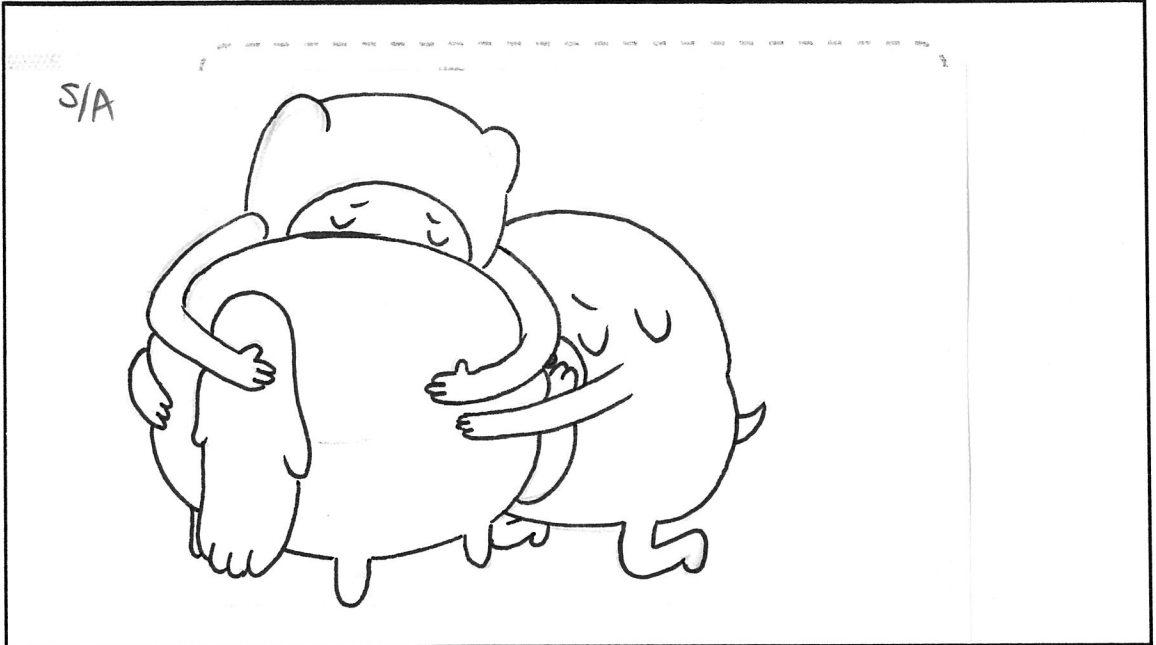
1034-235  
EPISODE #  
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

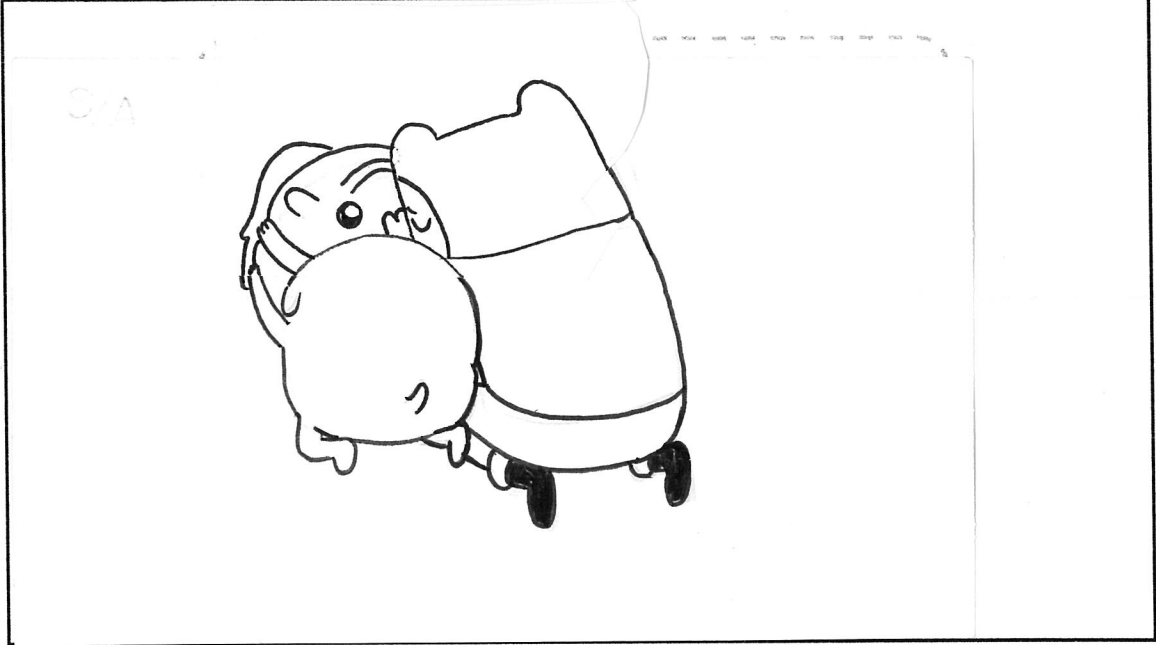
ADVENTURE TIME



Sc. 95 Pnl. E Bg. day night




Sc. 96 Pnl. A Bg. day night



Dialog: F + J: HUGS —————

Action:

Timing:



1034-235  
EPISODE #

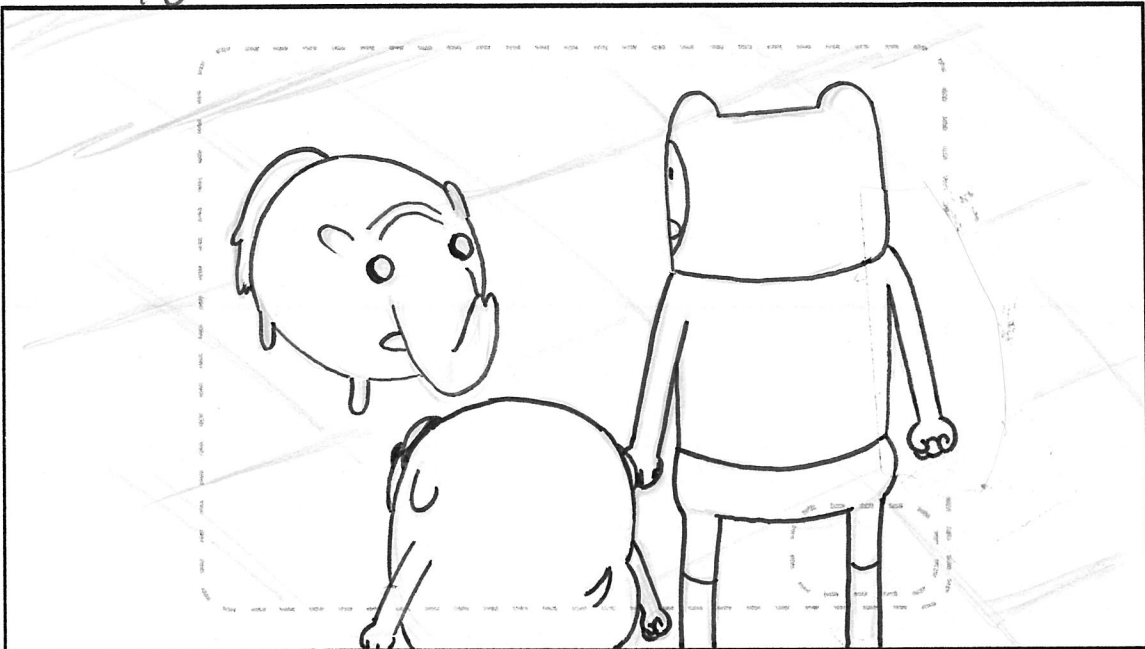
Production :

ADVENTURE TIME

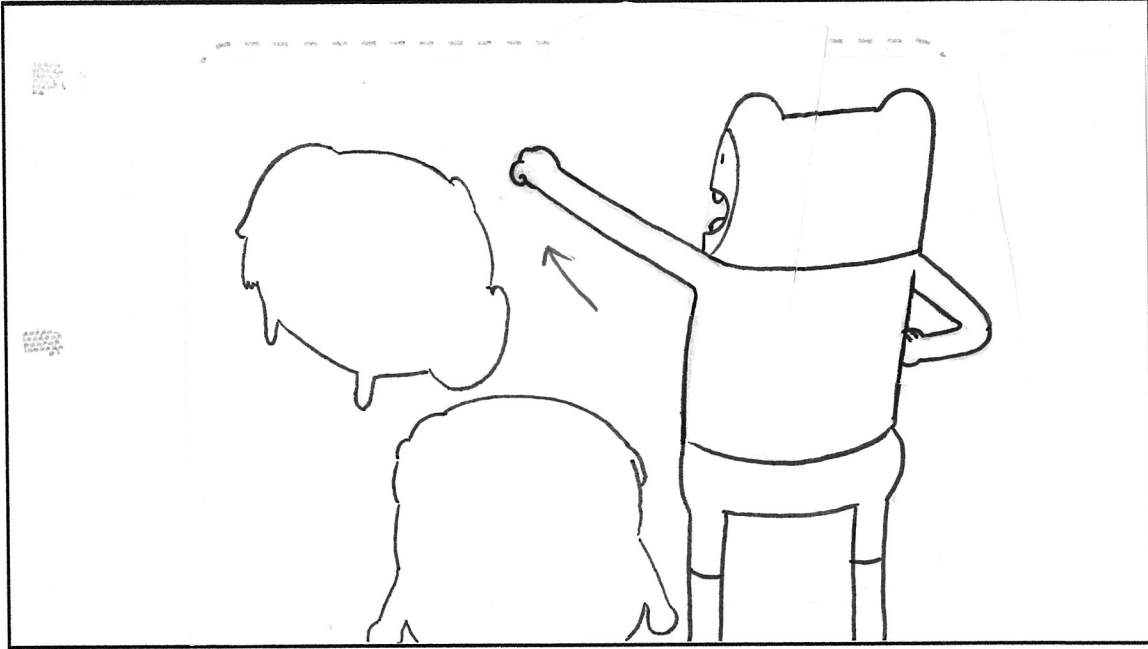


Page 163

Sc. 96 Pnl. B Bg. day night



Sc. 96 Pnl. C Bg. day night



Dialog: BB: The hugs helped my crying.  
But it didn't help me  
find my rolling pin.

F: Boy and dog will find  
your rolling pin!!

Action: -F+J STAND UP.

-F PUNCHES THE AIR.

Timing:



1034-235  
EPISODE #

Production :

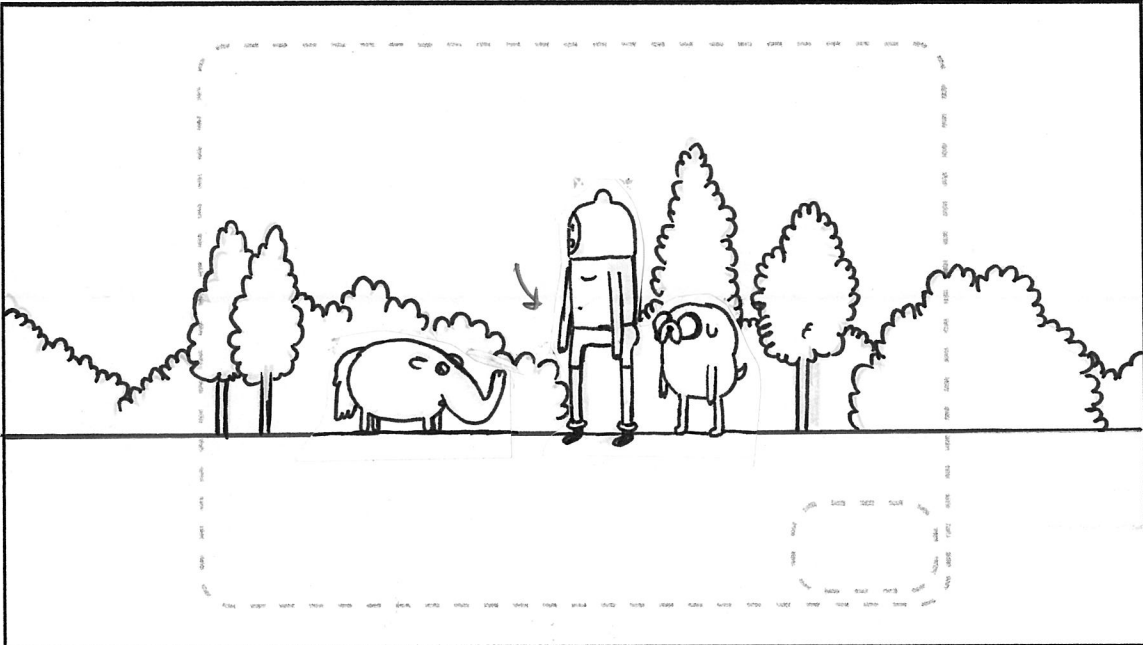


© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

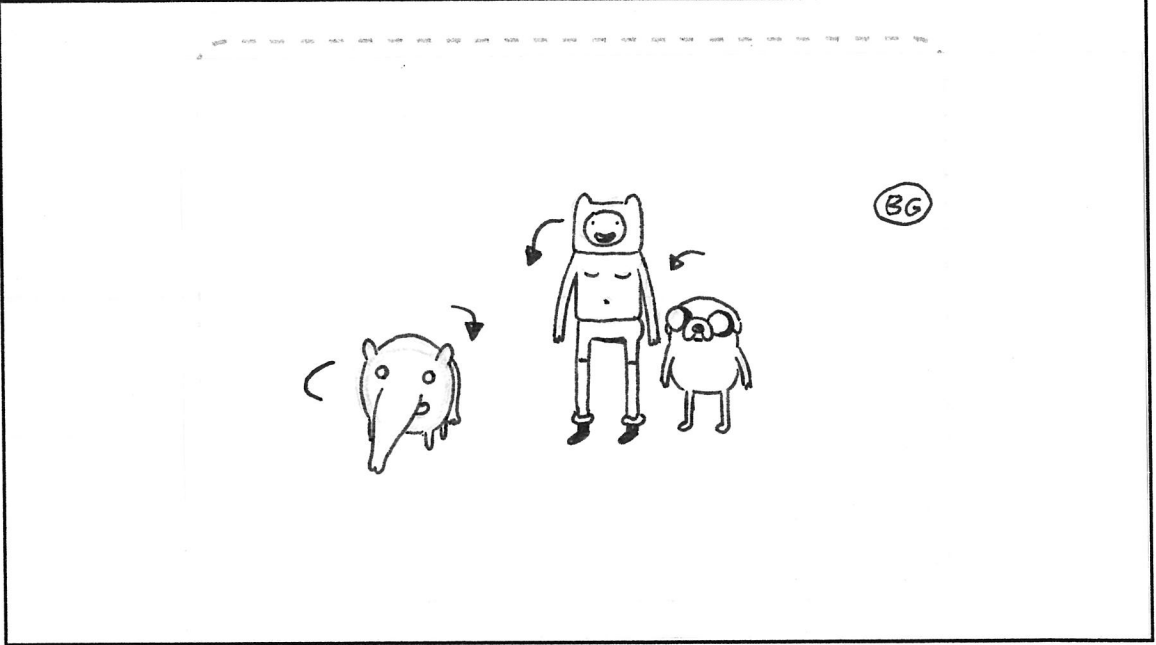
ADVENTURE TIME



Sc. 97 Pnl. A Bg. day night



Sc. 97 Pnl. B Bg. day night



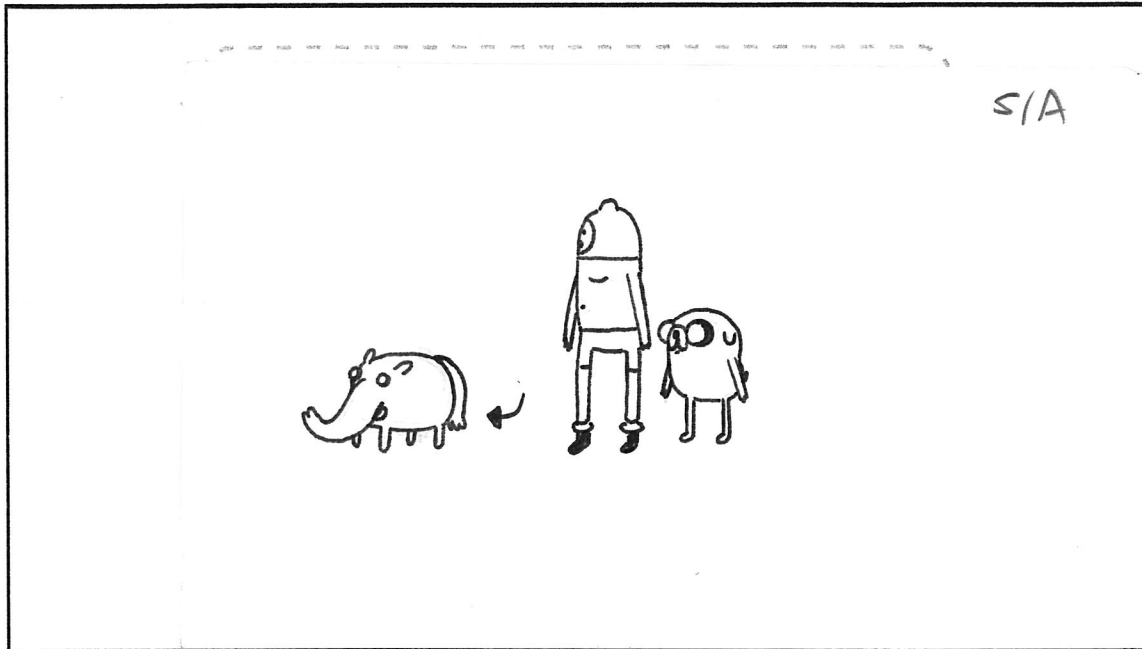
Dialog:	F: where did you last see it...	BB: It was...
Action:	- BB TURNS.	
Timing:		

EPISODE # 1034-235  
Production :

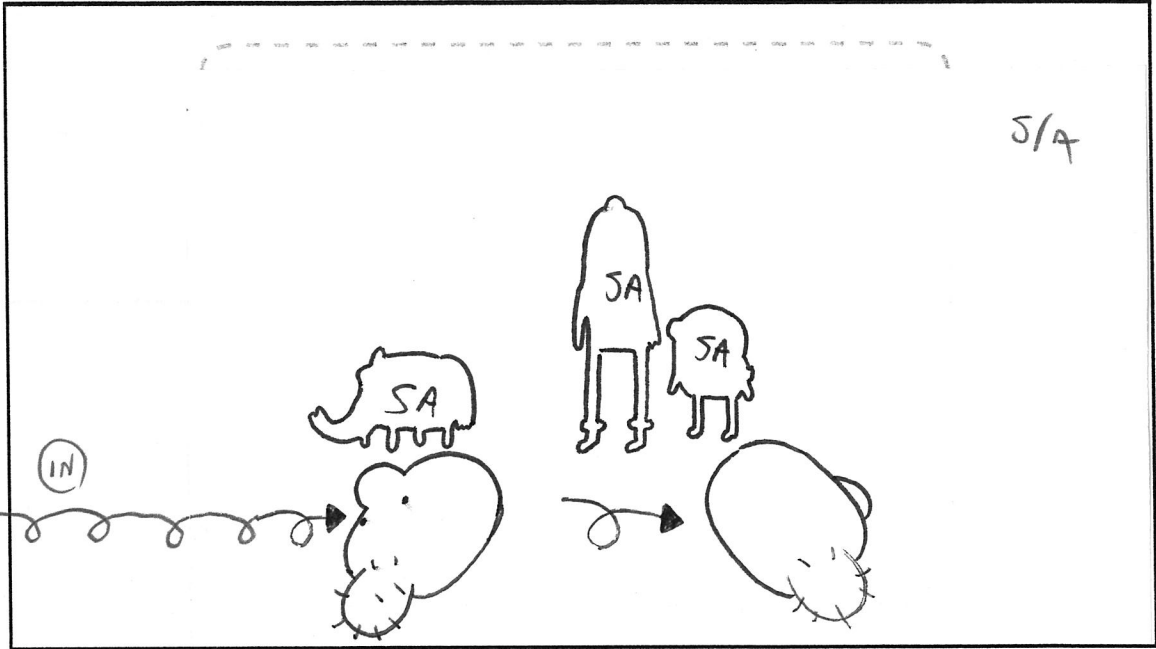
ADVENTURE TIME



Sc. 97 Pnl. C Bg. day night



Sc. 97 Pnl. D Bg. day night



Dialog: BB: Rolling around here not too long ago...

SFX: \* RRR-RRR-RR \*

Action: < SEA LARD ROLLS THROUGH FOREGROUND.

Timing:

ADVENTURE TIME



Sc. 97

Pnl. E

Bg.

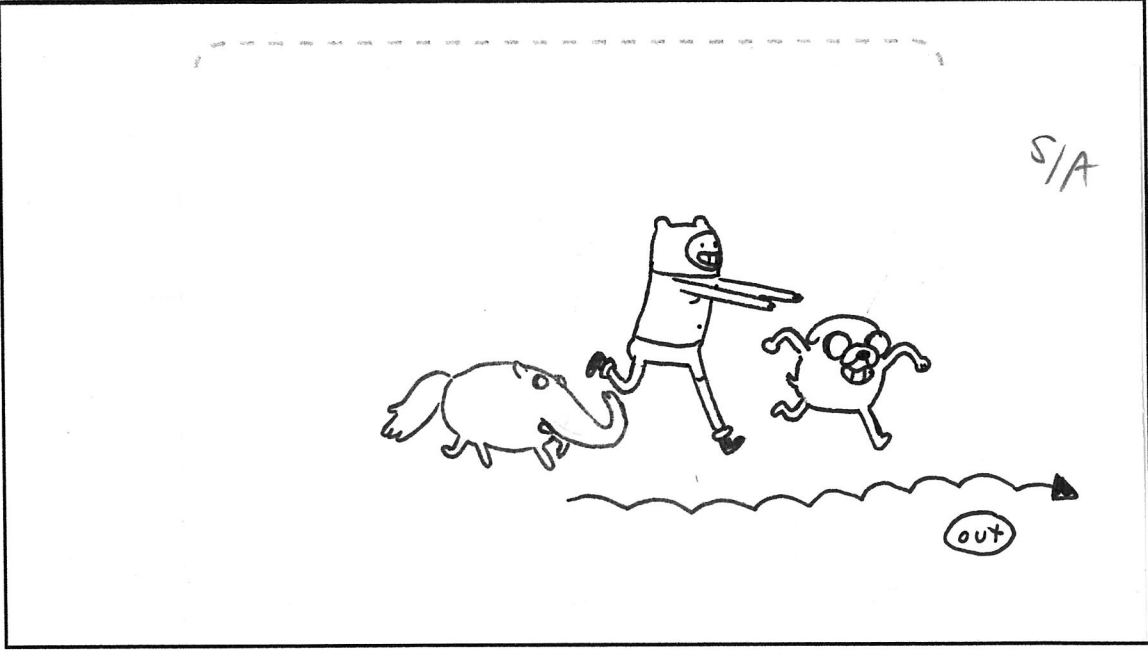
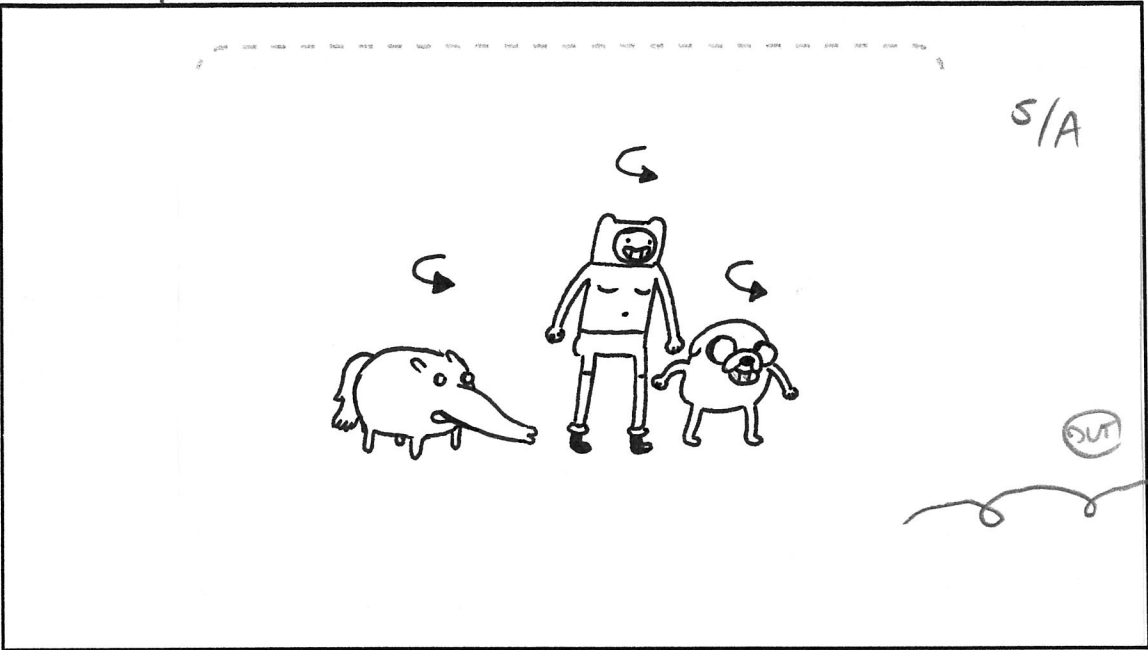
day night

Sc. 97

Pnl. F

Bg.

day night



Dialog:	BB: There it goes!!	BB: After it!!
Action:	-SEA LARD ROLLS OFF/S.	-F, J, BB RUN OFF/S.
Timing:		

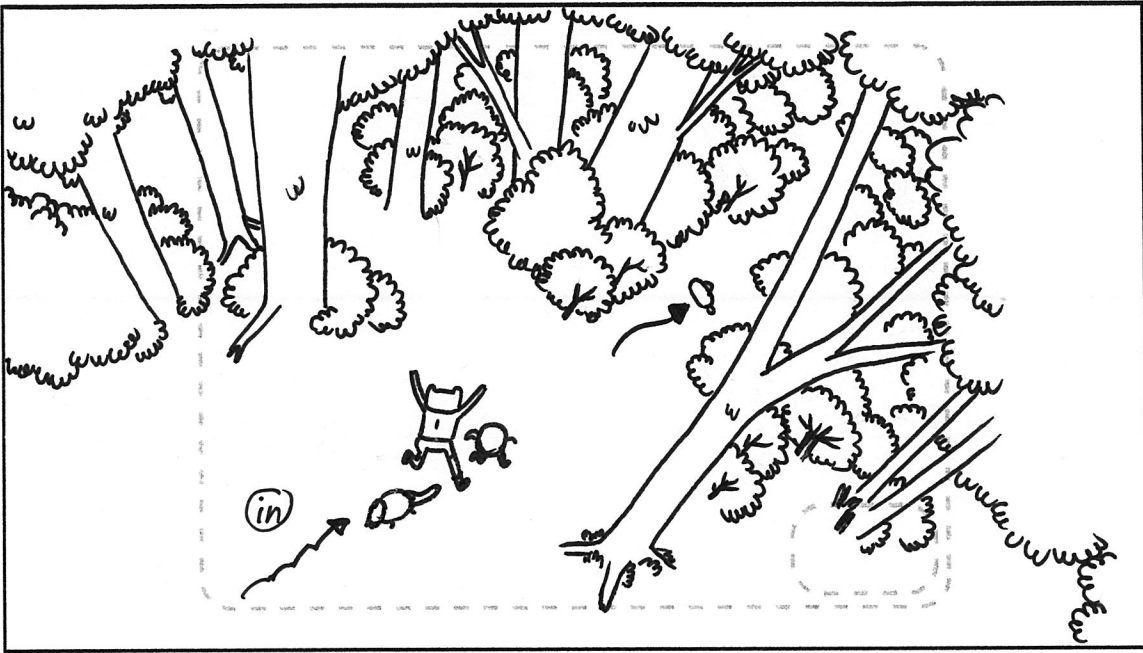
EPISODE # 1034-235  
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

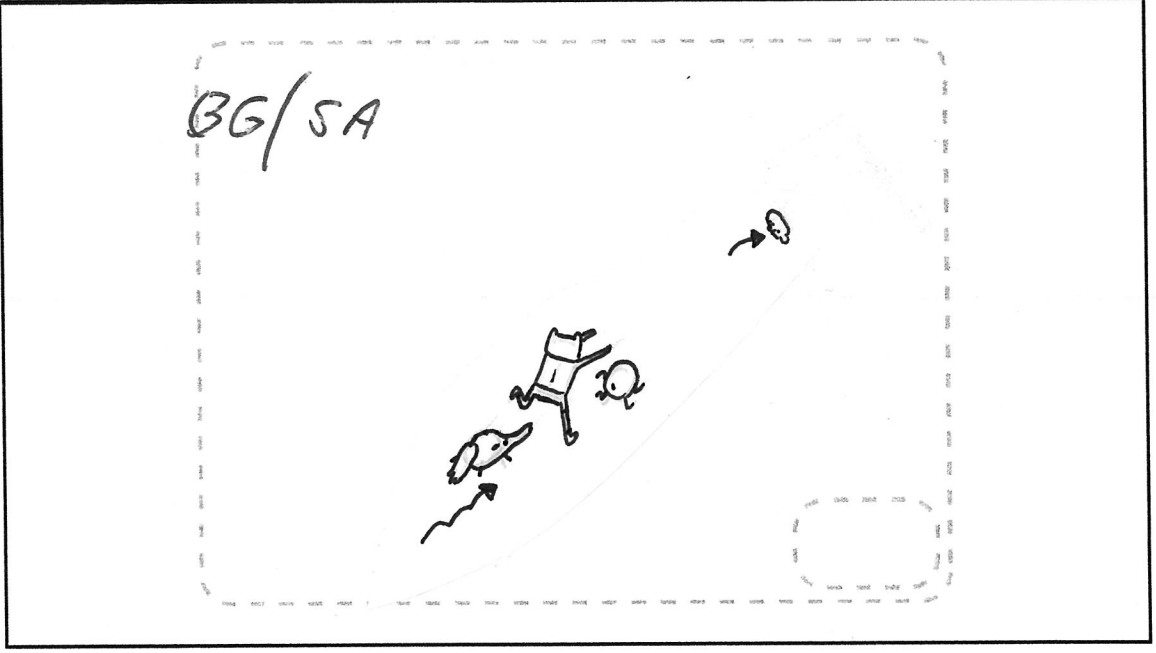
ADVENTURE TIME



Sc. 98 Pnl. A Bg. day night



Sc. 98 Pnl. B Bg. day night



Dialog: BB: Come back you bad little rolling pin.

Action: -FJ, BB RUN ON/5. CHASING SEA LARD.

Timing:



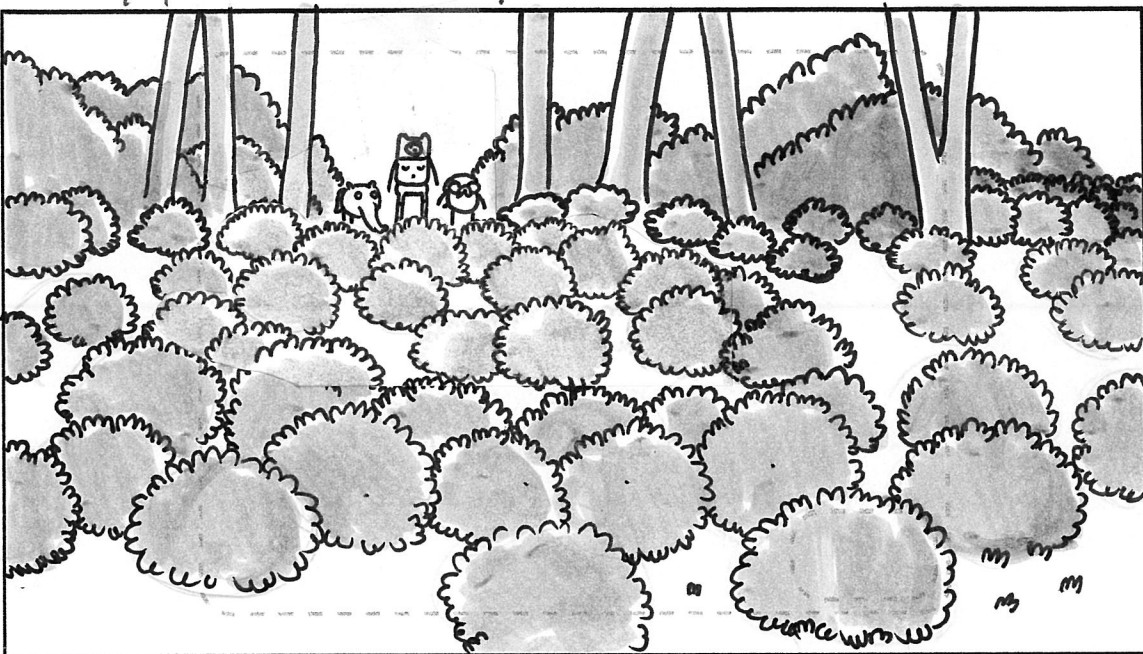


© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

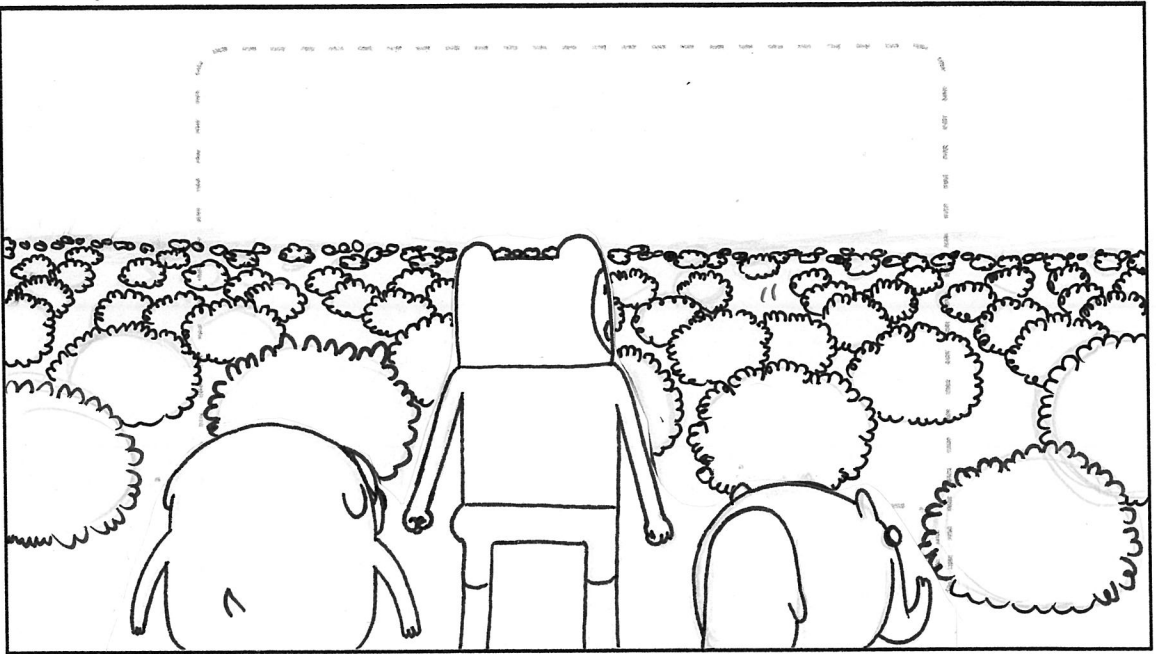
ADVENTURE TIME

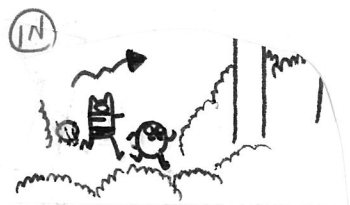


Sc. 99 Pnl. A Bg. day night



Sc. 100 Pnl. A Bg. day night



Dialog:		SFX: * SHFF *
Action:	- F, J, BB RUN ON/S AND FIND A FIELD OF BUSHES.	- BUSH SHAKES.
Timing:		

1034-235  
EPISODE #  
Production :

ADVENTURE TIME

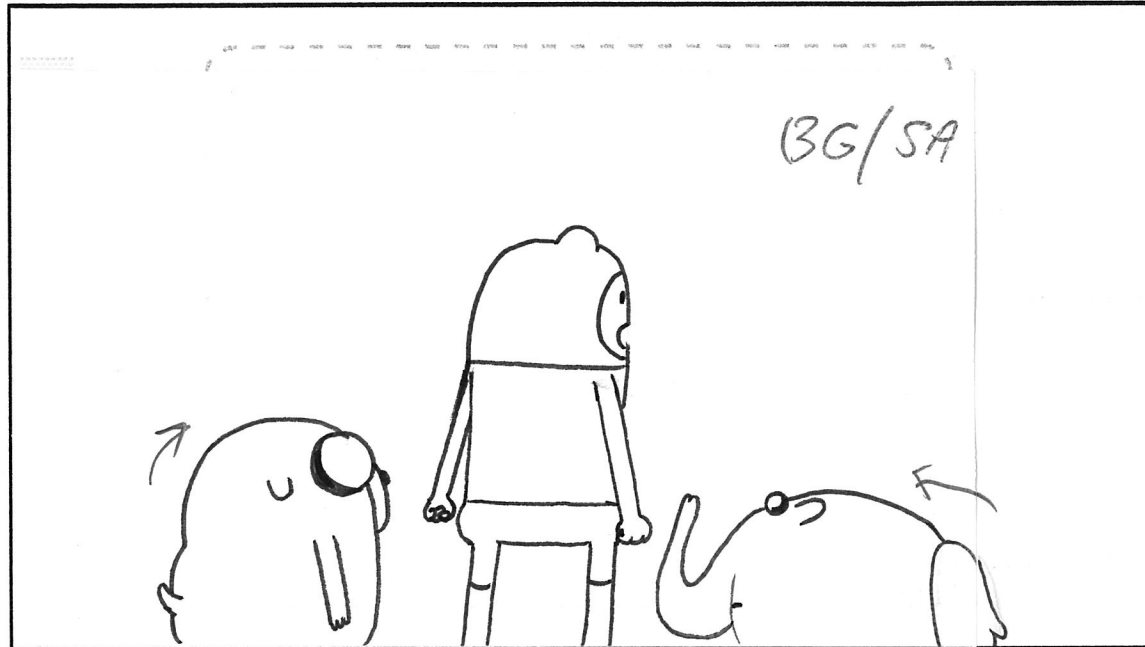


Sc. 100

Pnl. B

Bg.

day night

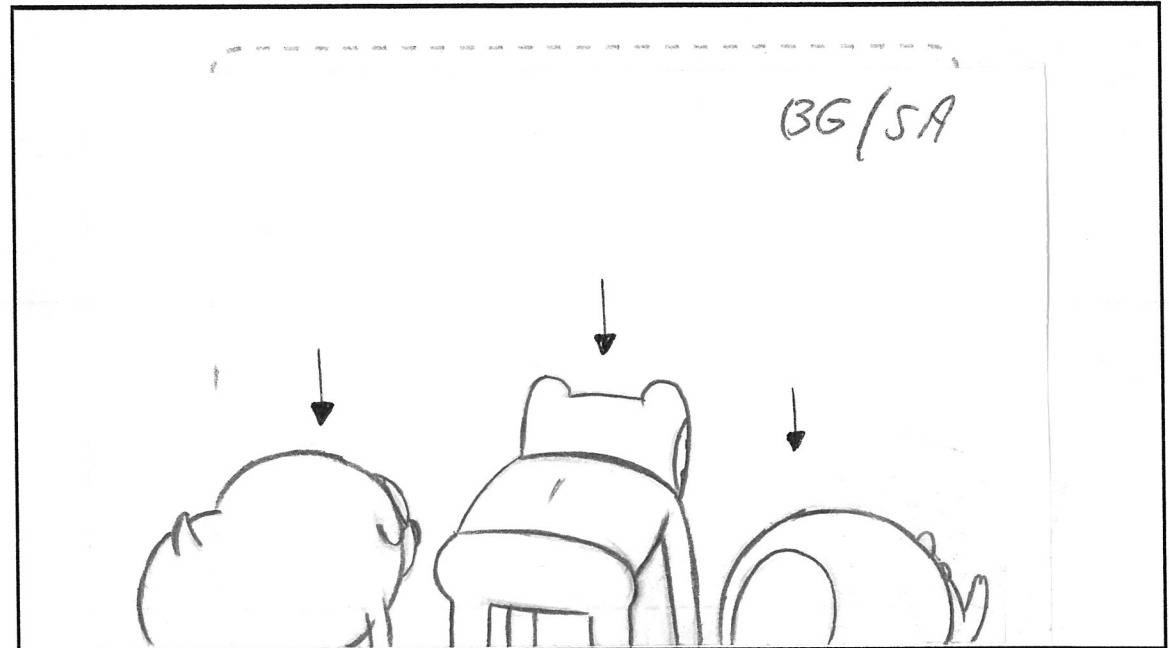


Sc. 100

Pnl. C

Bg.

day night



Dialog:

F: Let's sneak up on it.

Action:

- F, J, BB DROP LOW.

Timing:

1034-235  
EPISODE #

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

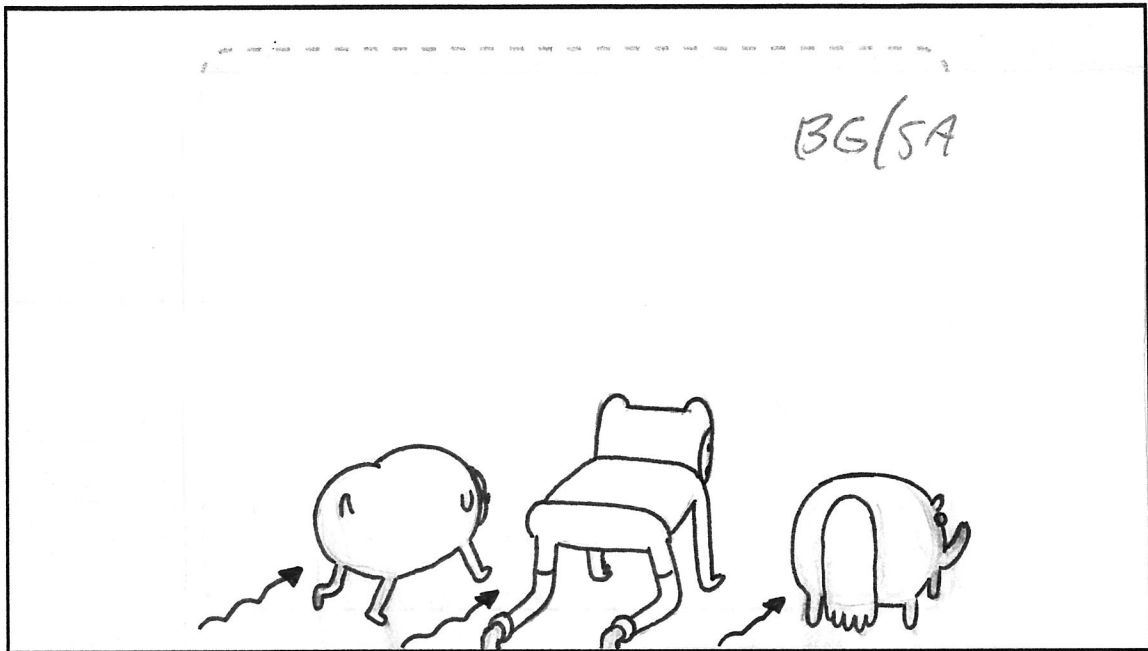


Sc. 100

Pnl. D

Bg.

day night

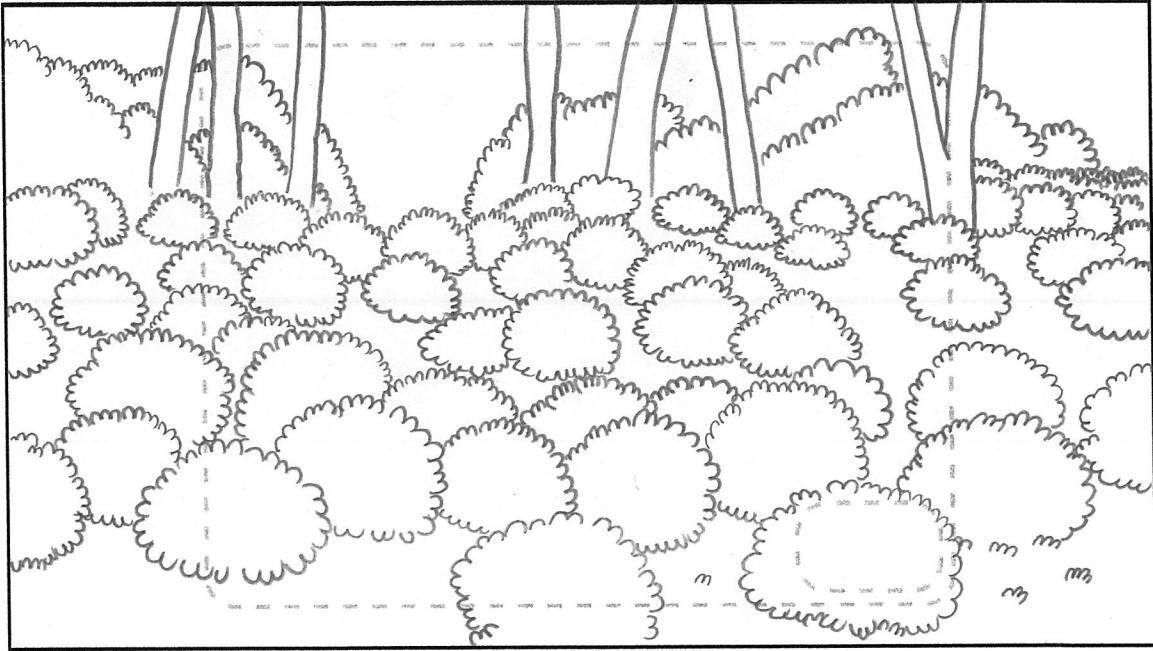


Sc. 101

Pnl. A

Bg.

day night



Dialog:
Action: - F, J, BB CRAWL FORWARD.
Timing:

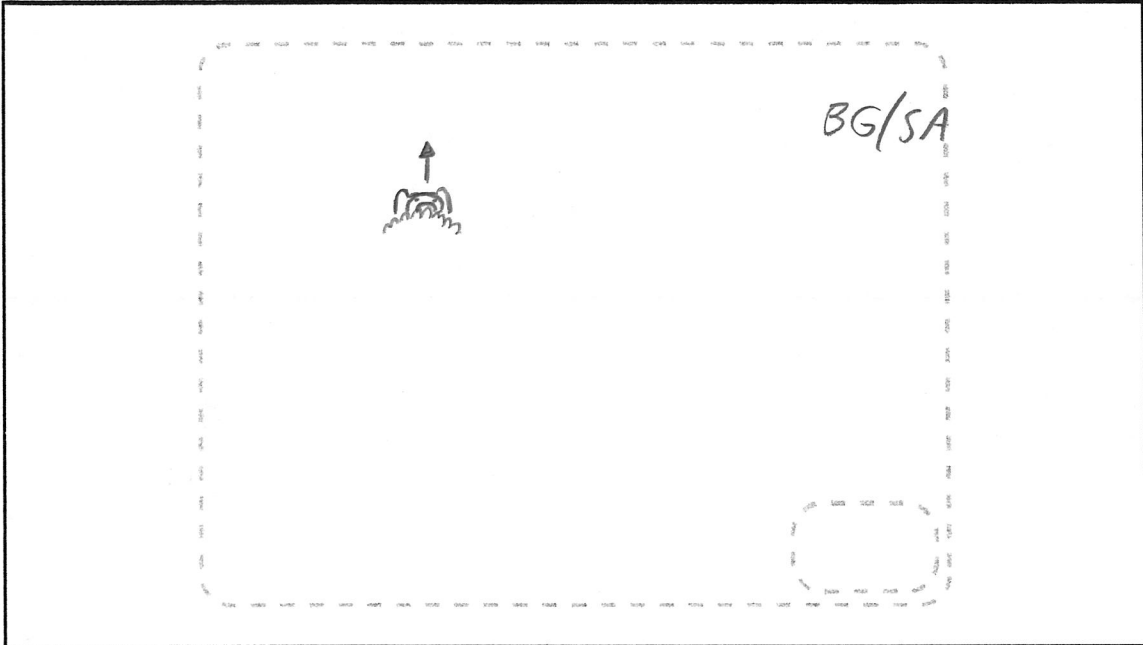
1034-235  
EPISODE #  
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

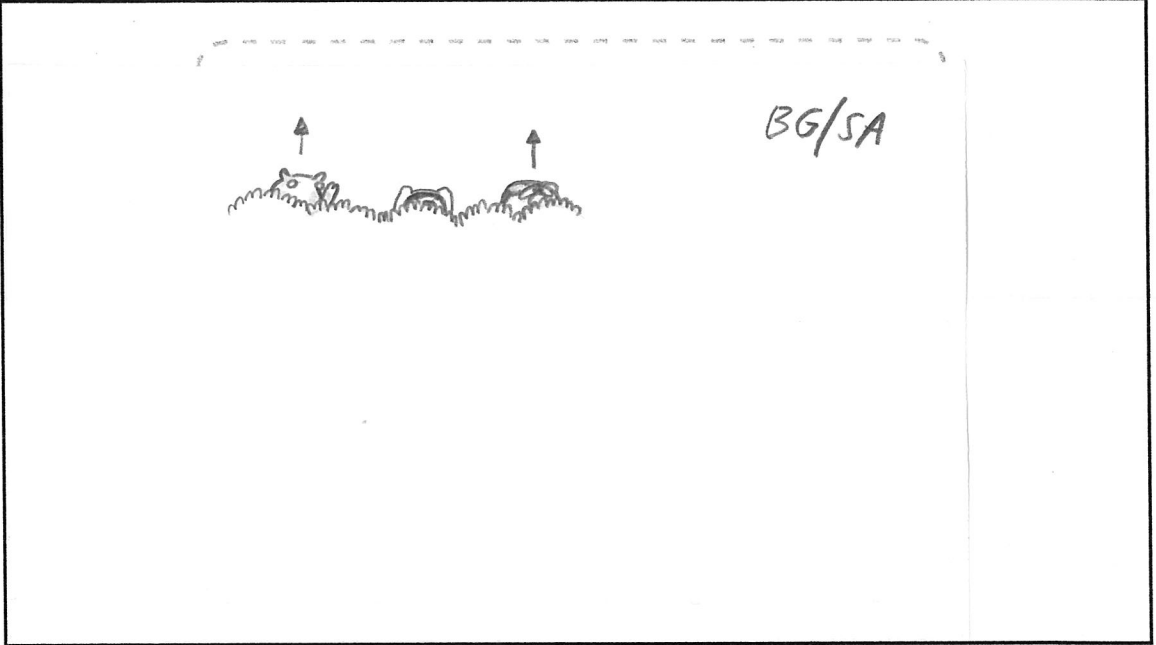
ADVENTURE TIME



Sc. 101 Pnl. B Bg. day night



Sc. 101 Pnl. C Bg. day night



Dialog:	
Action:	- F PEEKS UP.
Timing:	- BB, J, PEEK UP.

1034 1034-235  
EPISODE #  
Production :

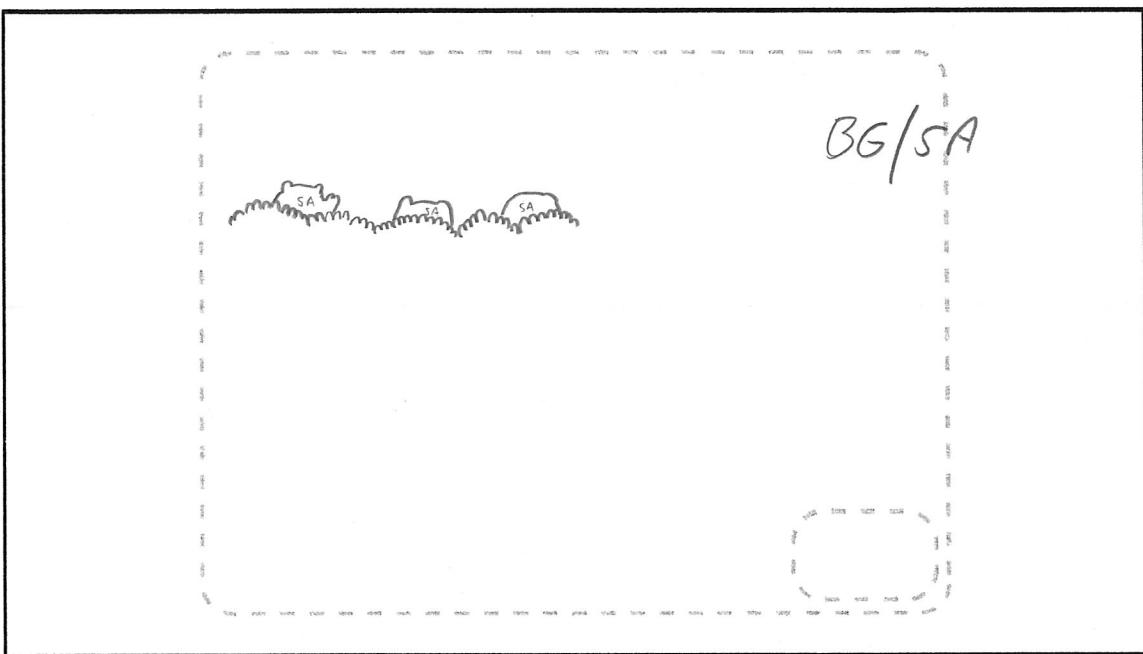


© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

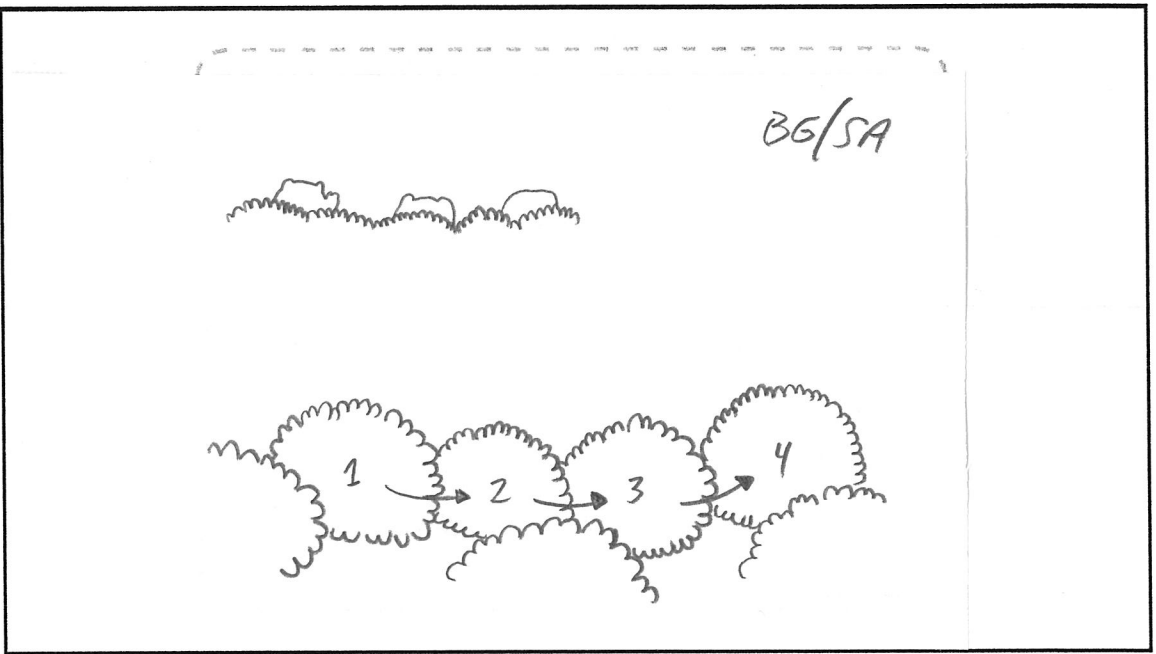
ADVENTURE TIME



Sc. 101 Pnl. D Bg. day night



Sc. 101 Pnl. E Bg. day night



Dialog:	<p>SFX: * SHFF *</p>
Action:	<p>- SEA LARD SHAKES BUSHES AS IT ROLLS THROUGH.</p>
Timing:	

1034-235  
EPISODE #  
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



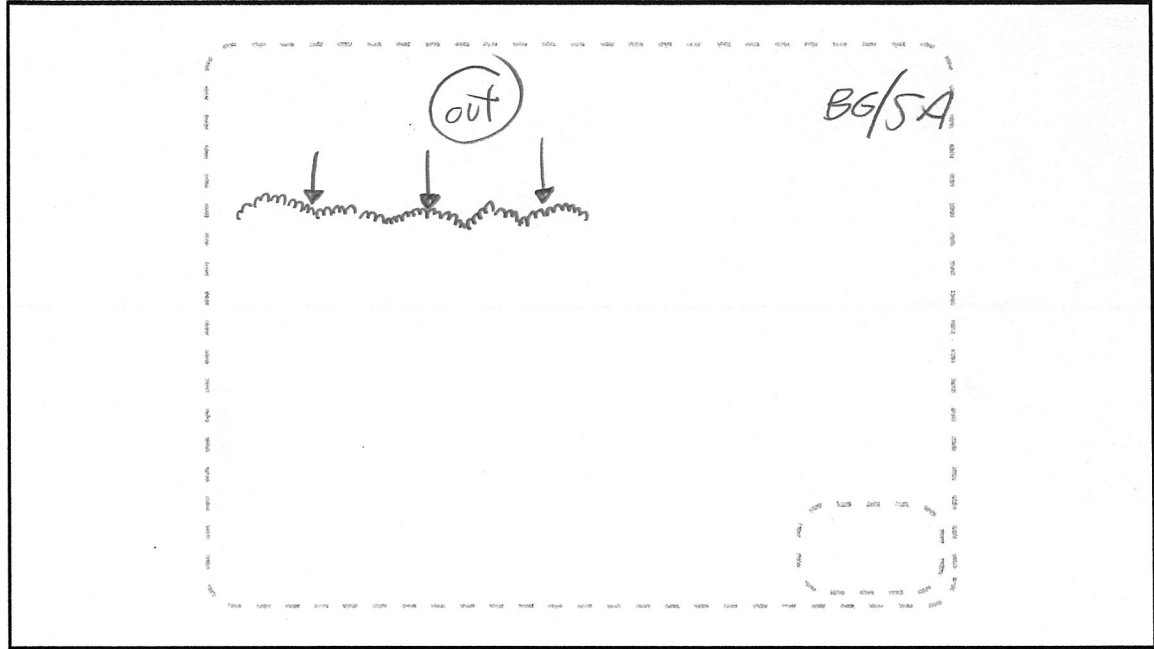
Page 173

Sc. 101

Pnl. F

Bg.

day night

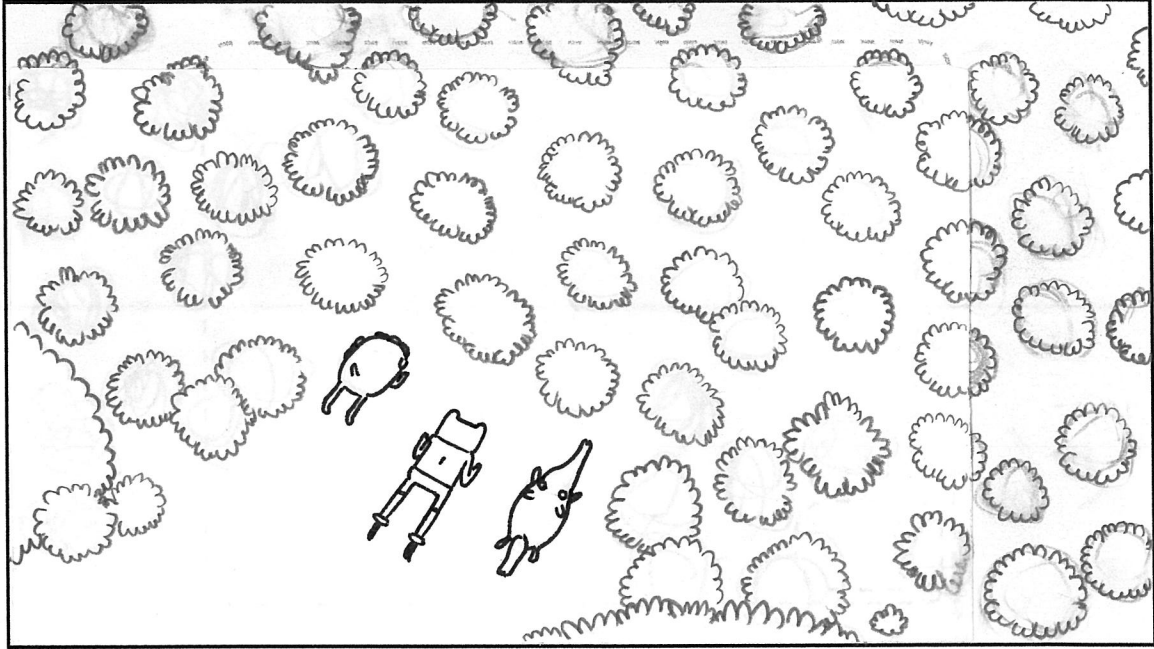


Sc. 102

Pnl. A

Bg.

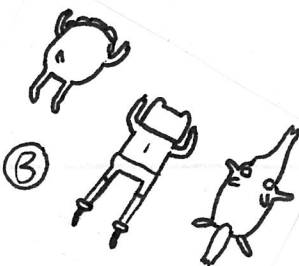
day night



Dialog:

Action: - F, J, BB DROP DOWN.

Timing:



1034-235

EPISODE #

Production :

ADVENTURE TIME



Sc. 102 Pnl. B Bg. day night

S/A

Sc. 103 Pnl. A Bg. day night

Dialog:

BB: [GASP]

Action:

- F, J, BB CRAWL FORWARD.

(B)

BB: There's that trick ol' pin.

- SEA LARD HAS ROLLED TO A STOP.

Timing:

1034-235

EPISODE #

Production :

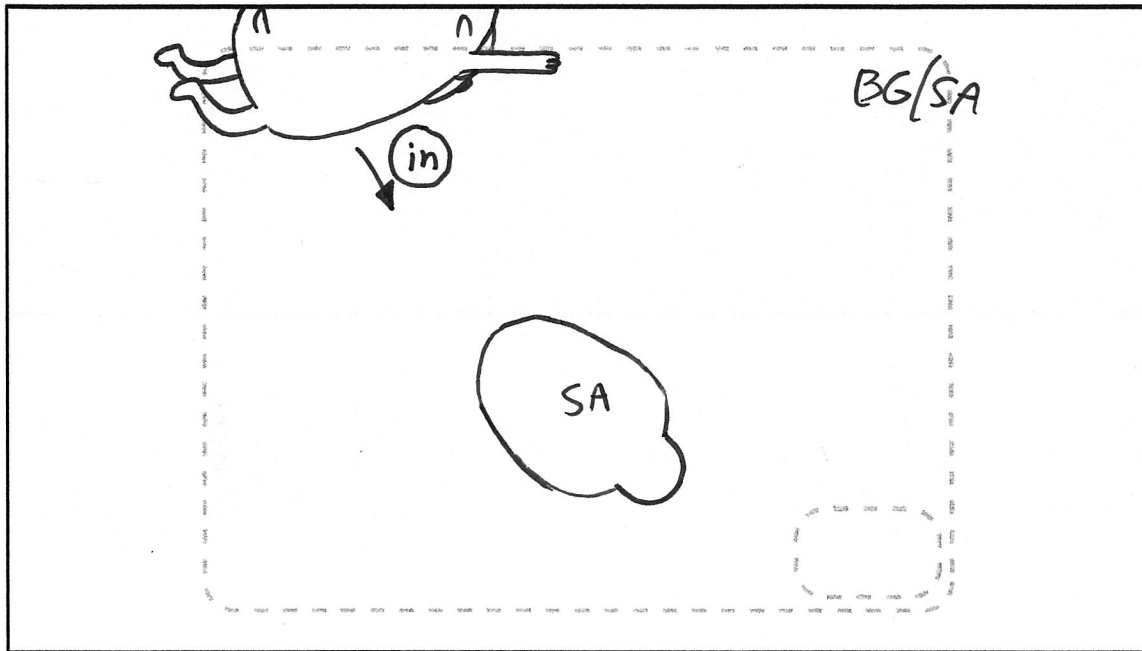
© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

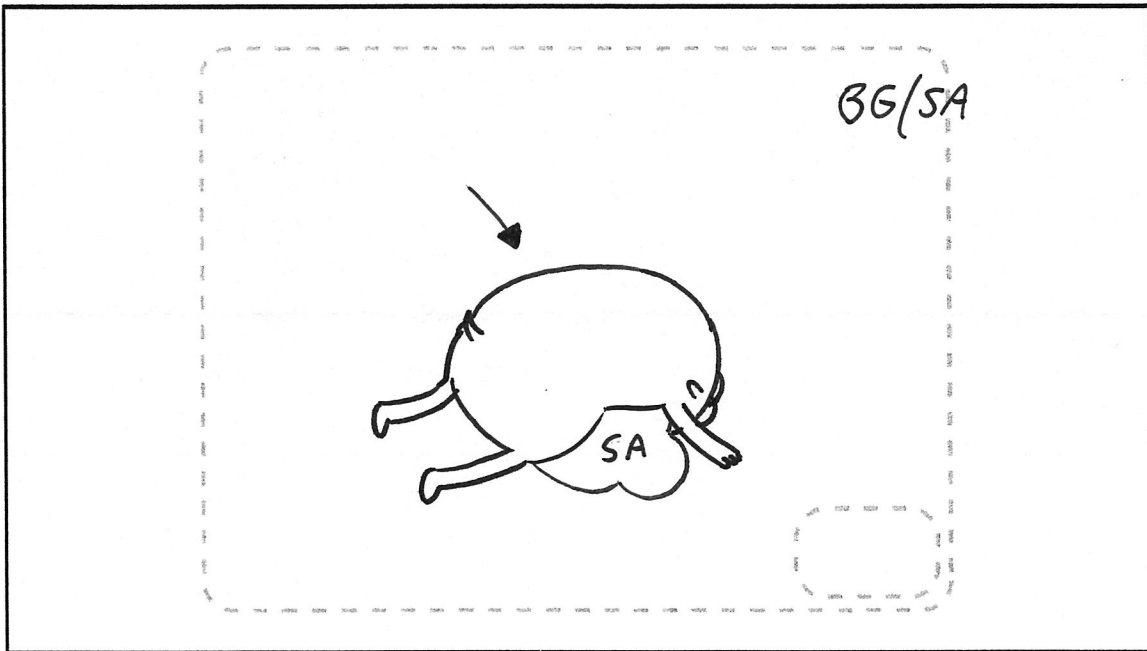


Page 175

Sc. 103 Pnl. B Bg. day night



Sc. 103 Pnl. C Bg. day night



Dialog:	① AM-BOOSH!	SFX: *WHOOMP*
Action:	- J. LEAPS ON/S.	-J. LANDS ON SEA LARD.
Timing:		

1031-235

EPISODE #

Production :



ADVENTURE TIME



Sc. 103

Pnl. D

Bg.

day night

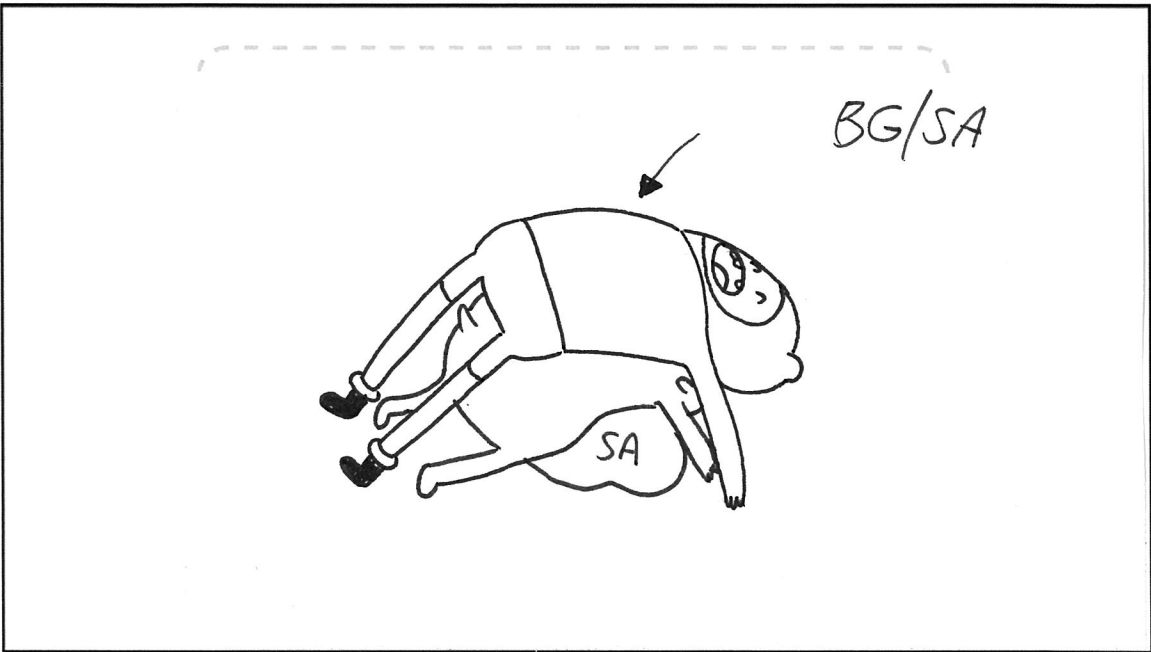


Sc. 103

Pnl. E

Bg.

day night



Dialog:	SFX: * WHUMP*
Action:	-FINN FLIES ON/S, -F. LANDS ON JAKE,
Timing:	

1034-235

EPISODE #

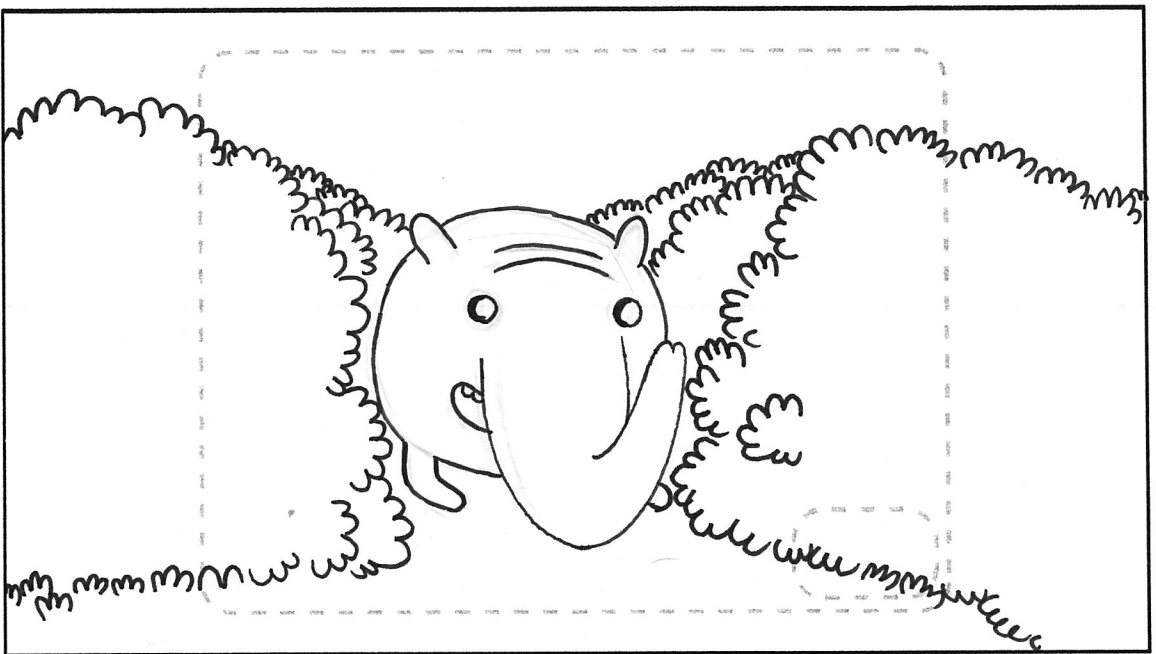
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

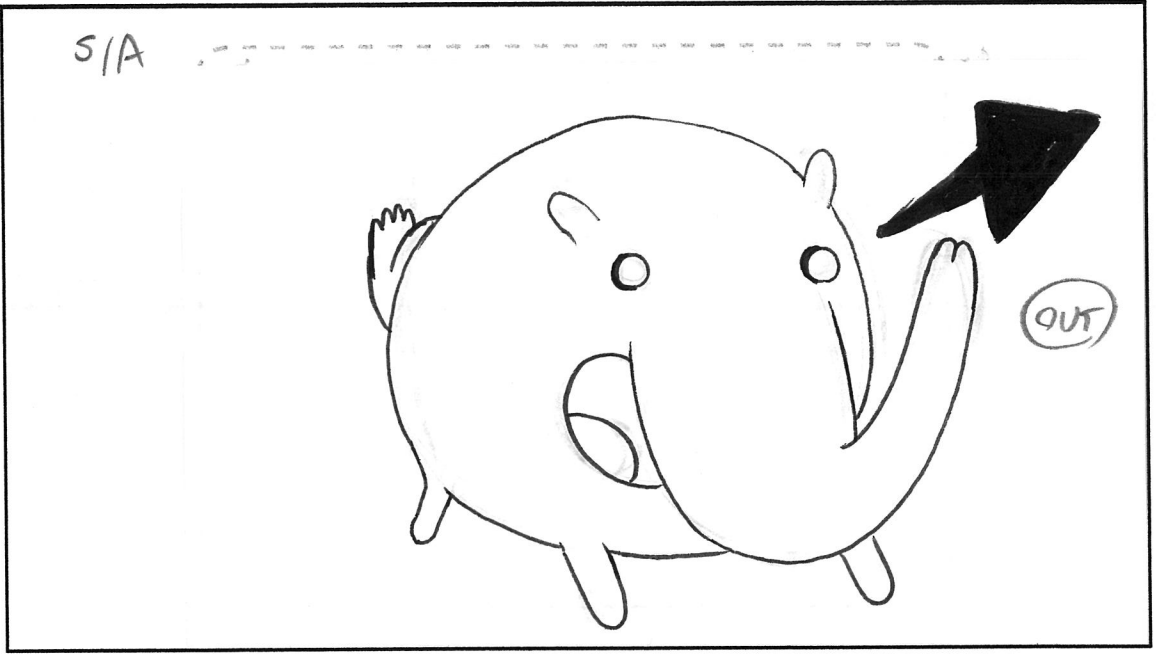
ADVENTURE TIME



Sc. 104 Pnl. A Bg. day night



Sc. 104 Pnl. B Bg. day night



Dialog:	BB: You caught it!
Action:	- BB RUNS FORWARD
Timing:	

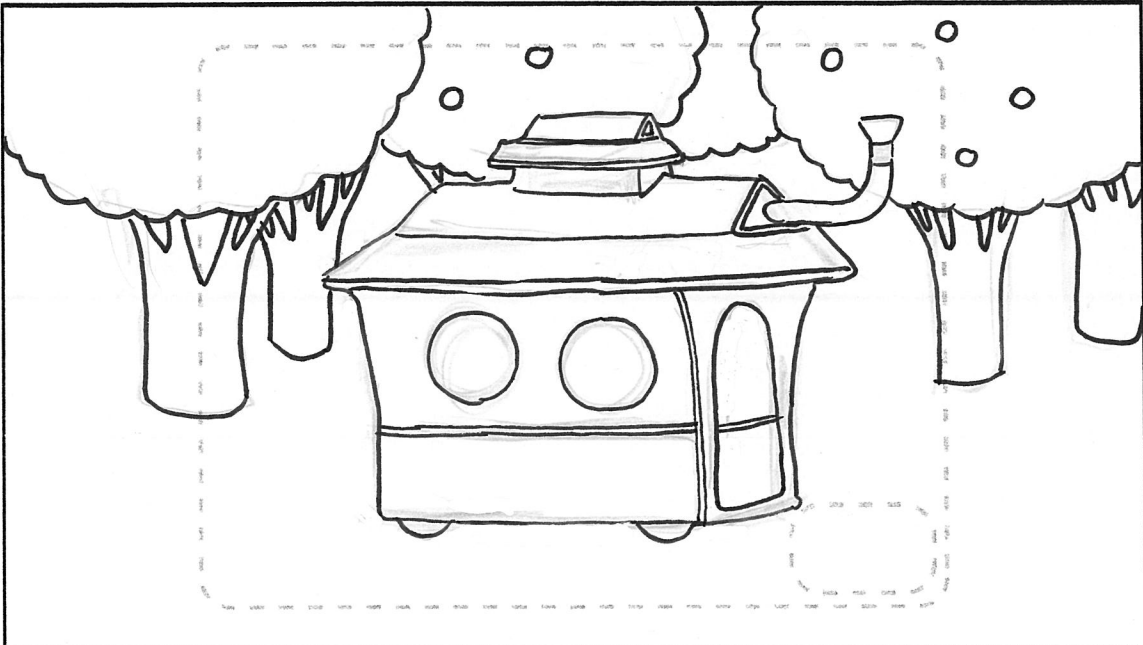
EPISODE # 1034-235  
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

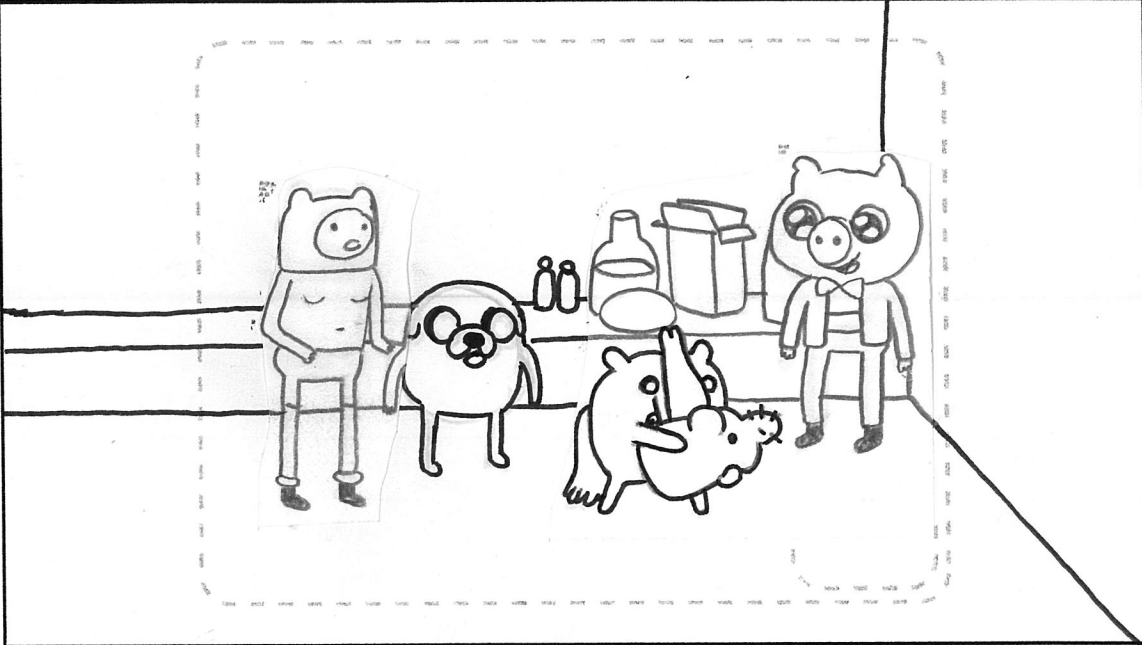
# ADVENTURE TIME



Sc. 105 Pnl. A Bg. day night



Sc. 106 Pnl. A Bg. day night



Dialog:	BB: [STRUGGLING]	
Action:	BB's place.	
Timing:		

1034-235

EPISODE #

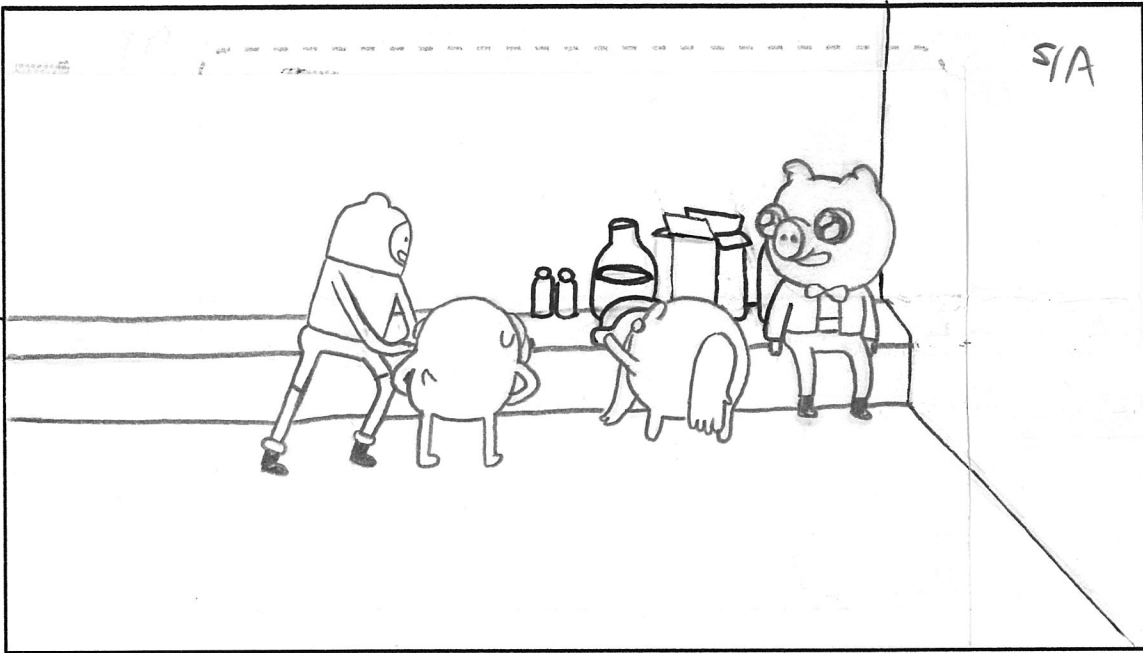
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

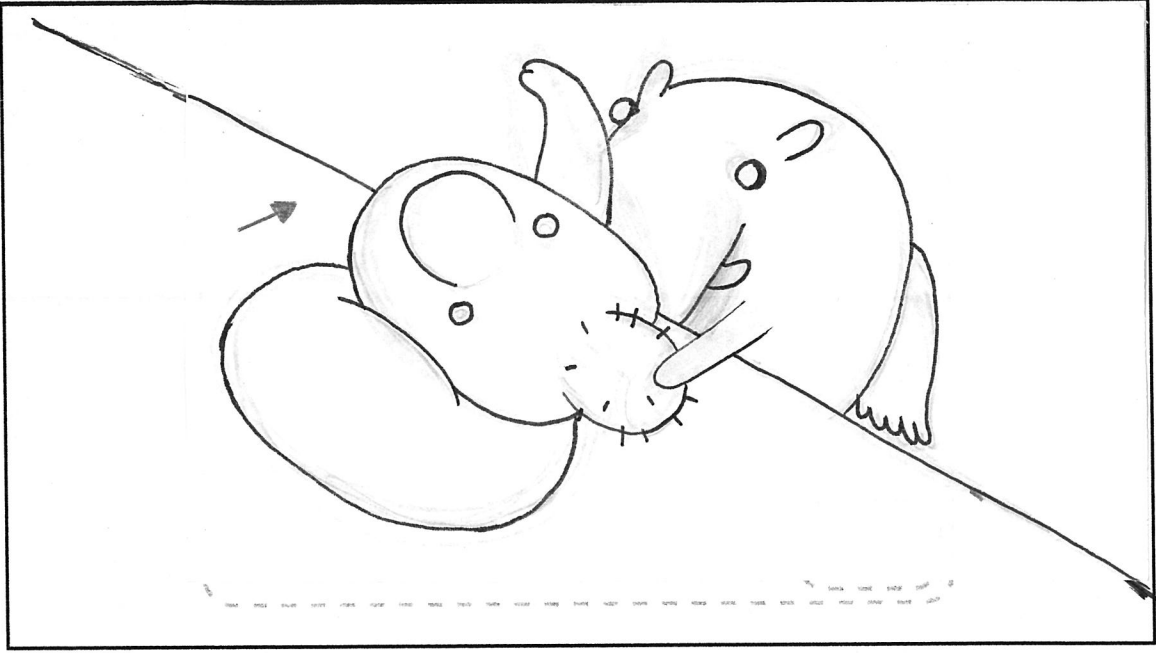
ADVENTURE TIME



Sc. 106 Pnl. B Bg. day night



Sc. 107 Pnl. A Bg. day night



Dialog:
Action: - BB PUTS ROLLING PIN ON COUNTER.
Timing:

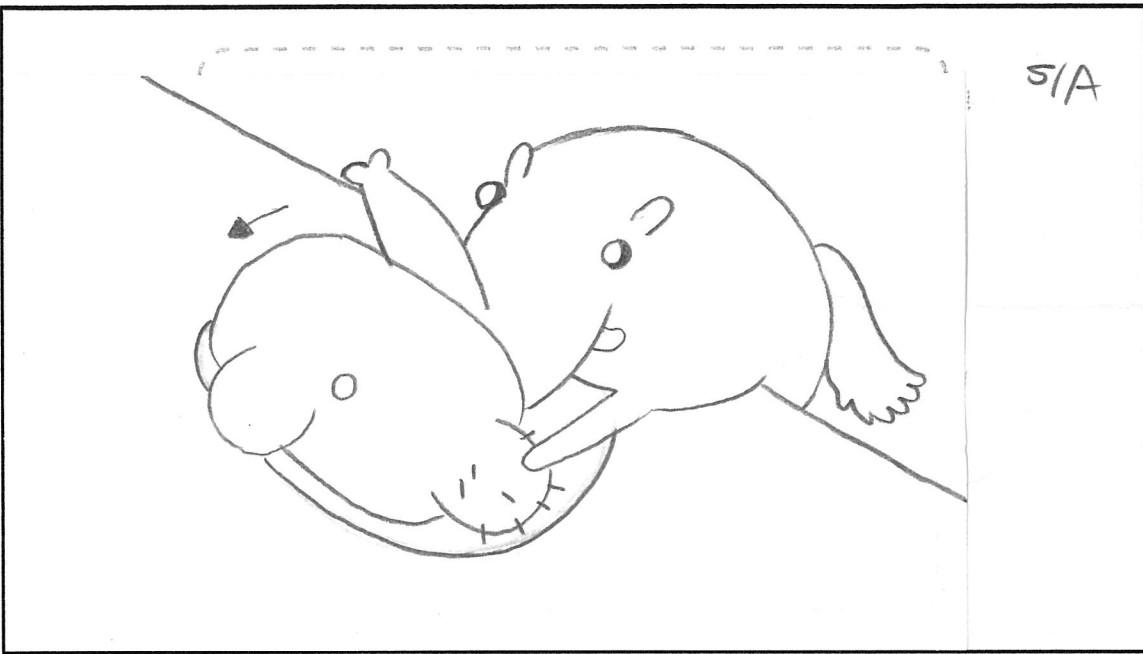
1034-235  
EPISODE #  
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

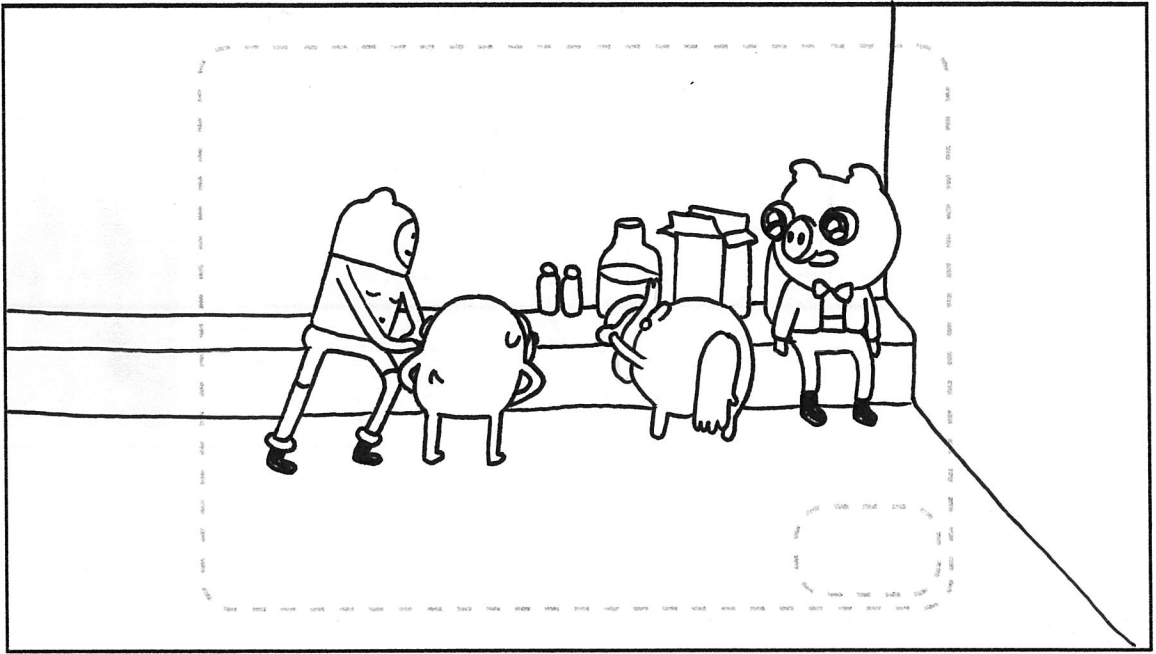
ADVENTURE TIME



Sc. 107 Pnl. B Bg. day night



Sc. 108 Pnl. A Bg. day night



Dialog:
Action: -BB ROLLS DOUGH.
Timing:

1034-235  
EPISODE #  
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 108 Pnl. B Bg. day night

Sc. 108 Pnl. C Bg. day night

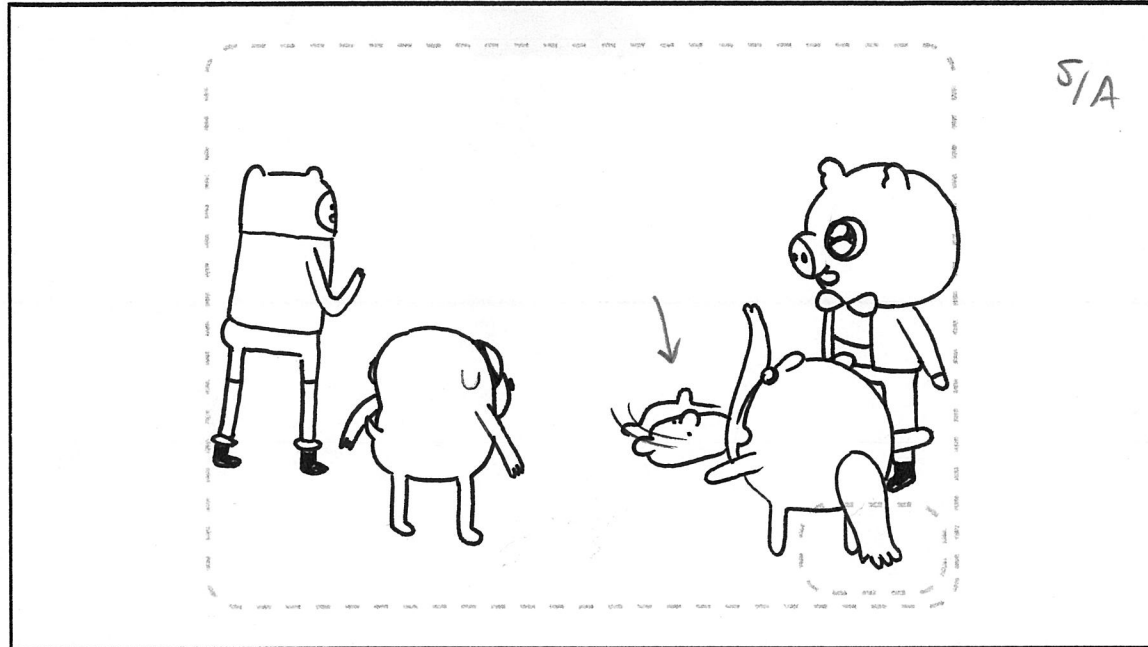
Dialog:	SEX: * WB-WB-WB-WB *	
Action:	Sealard thrashes around on counter. - Everyone jumps back.	
Timing:		

1034-235  
EPISODE #  
Production :

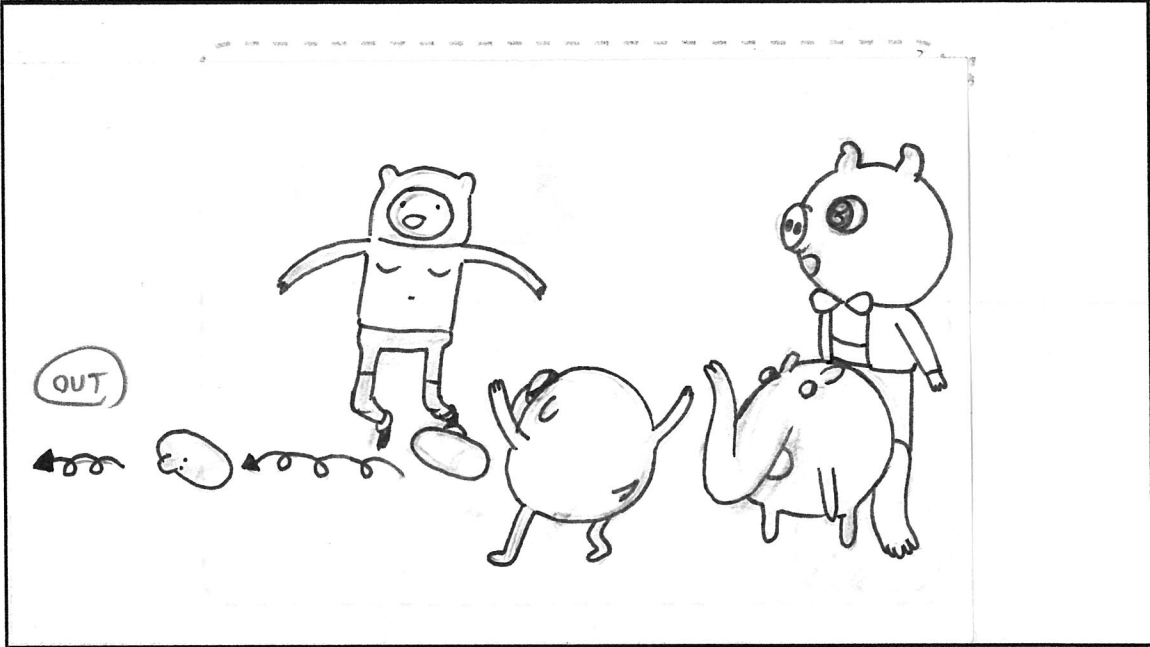
ADVENTURE TIME



Sc. 108 Pnl. D Bg. day night



Sc. 108 Pnl. E Bg. day night



Dialog:	BB: It's getting away again!
Action:	- SEA LARD DROPS TO THE GROUND - SEA LARD ROLLS OFF/S.
Timing:	

1034-235

EPISODE #

Production :

# ADVENTURE TIME



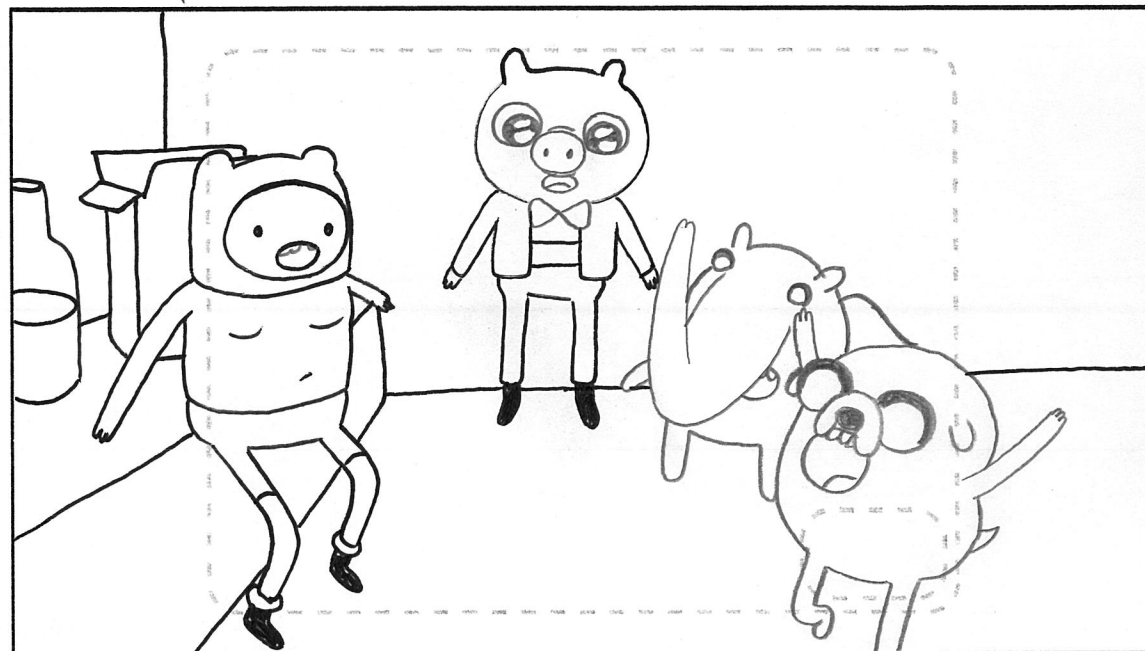
Page 183

Sc. 109

Pnl. A

Bg.

day night

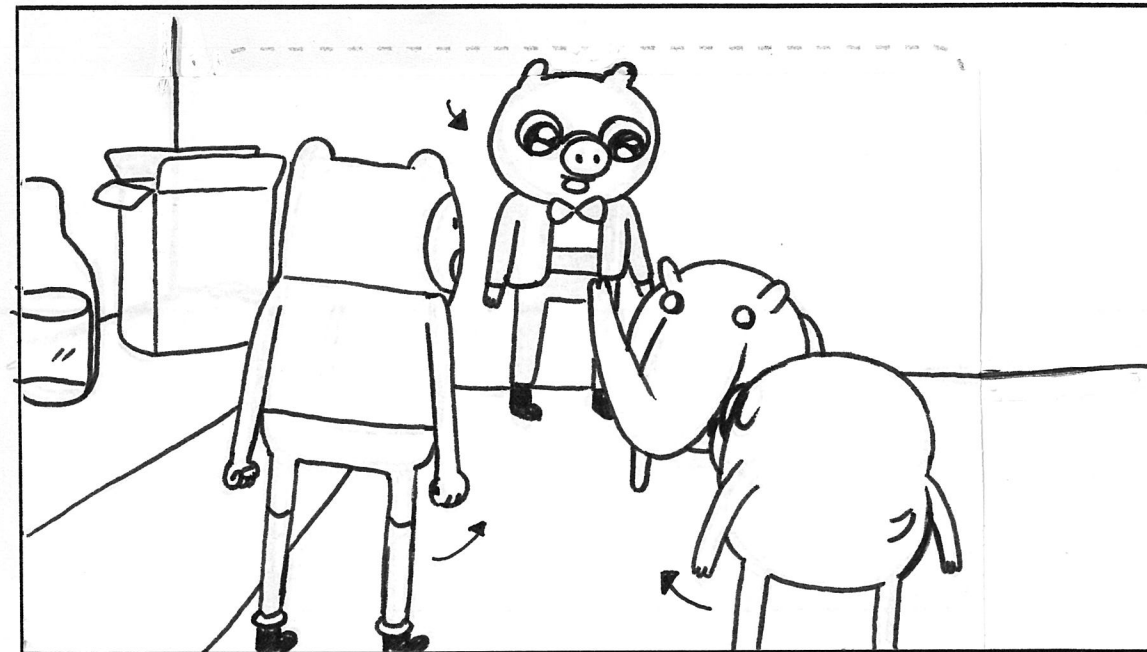


Sc. 109

Pnl. B

Bg.

day night



Dialog:

F: Ma'am I think that rolling pin  
is sentient!

Action:

- EVERYONE LOOK SHOCKED.

Timing:

1034-235

EPISODE #

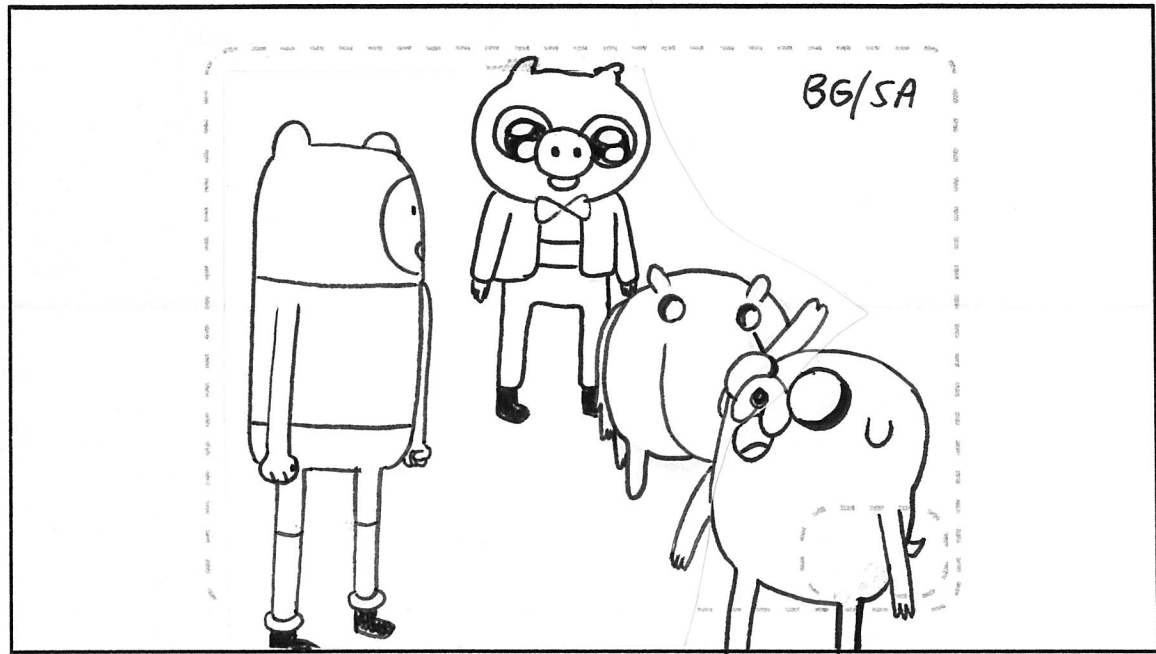
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

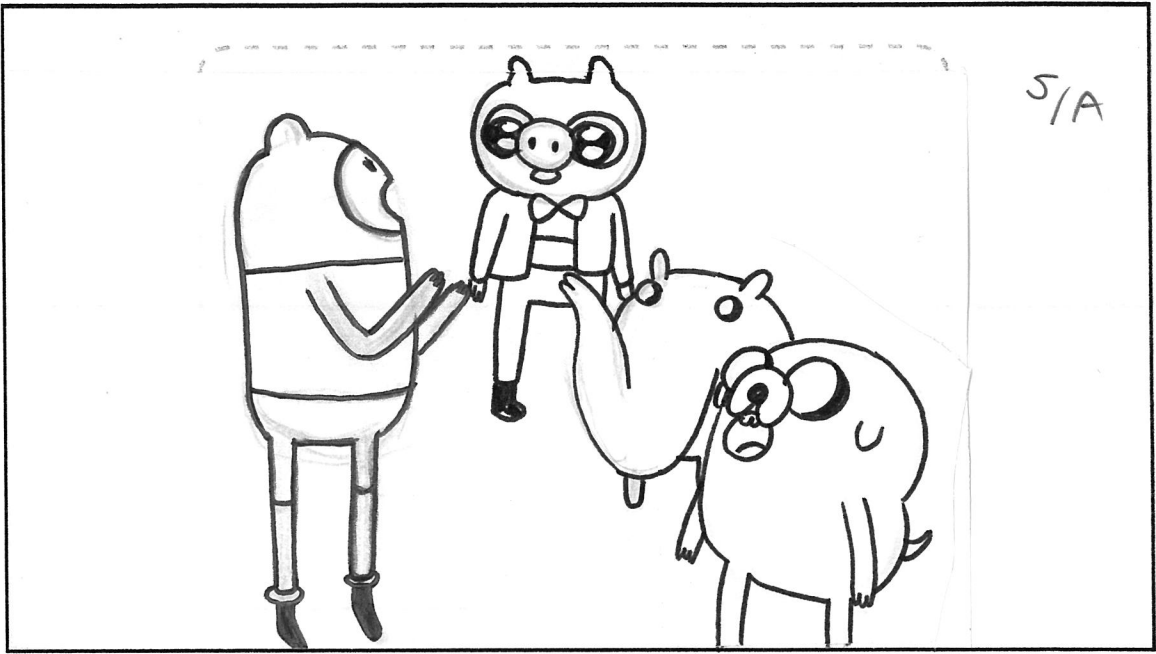
ADVENTURE TIME



Sc. 109 Pnl. C Bg. day night



Sc. 109 Pnl. D Bg. day night



Dialog:	<u>J</u> : Yeah, I don't think it wants to be a rolling pin.	<u>F</u> : Dog!
Action:		
Timing:		

Production : EPISODE # 1034-235

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 109 Pnl. E Bg. day night

S/A

Sc. 109 Pnl. F Bg. day night

S/A

Dialog:	<u>F</u> : We have to save that rolling pin!	<u>F</u> : Where did it go?!
Action:		
Timing:		

1034-235  
EPISODE #  
Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 109 Pnl. G Bg. day night

S/A

Sc. 109 Pnl. H Bg. day night

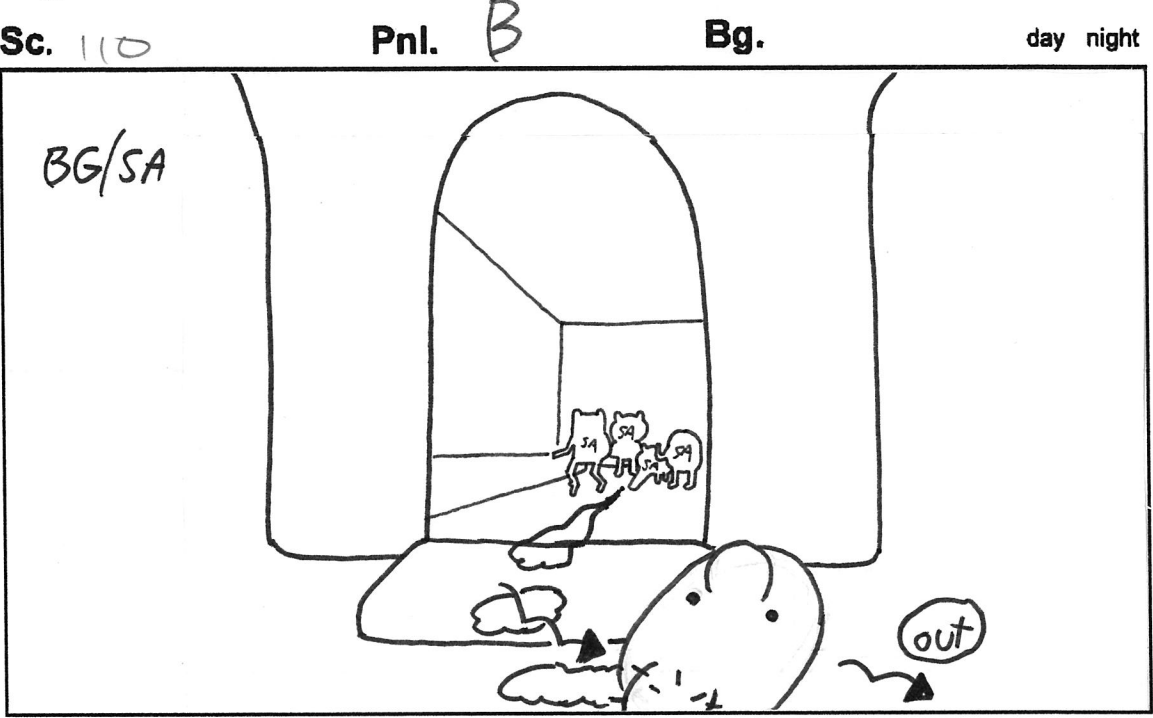
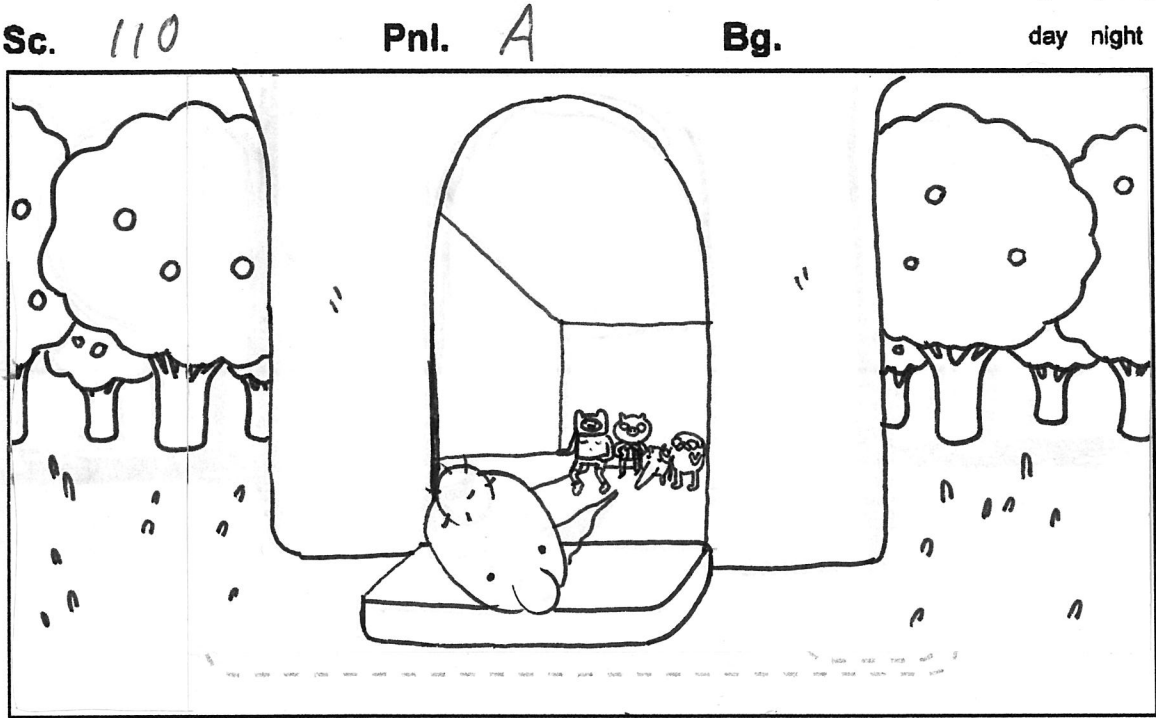
S/A

Dialog:
Action: -BB POINTS WITH TRUNK. -F,J TURN.
Timing:

1034-235  
EPISODE #  
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:

SFX: \* RRR RR \*

Action: - SEA LARD ROLLS OFF/S.

Timing:

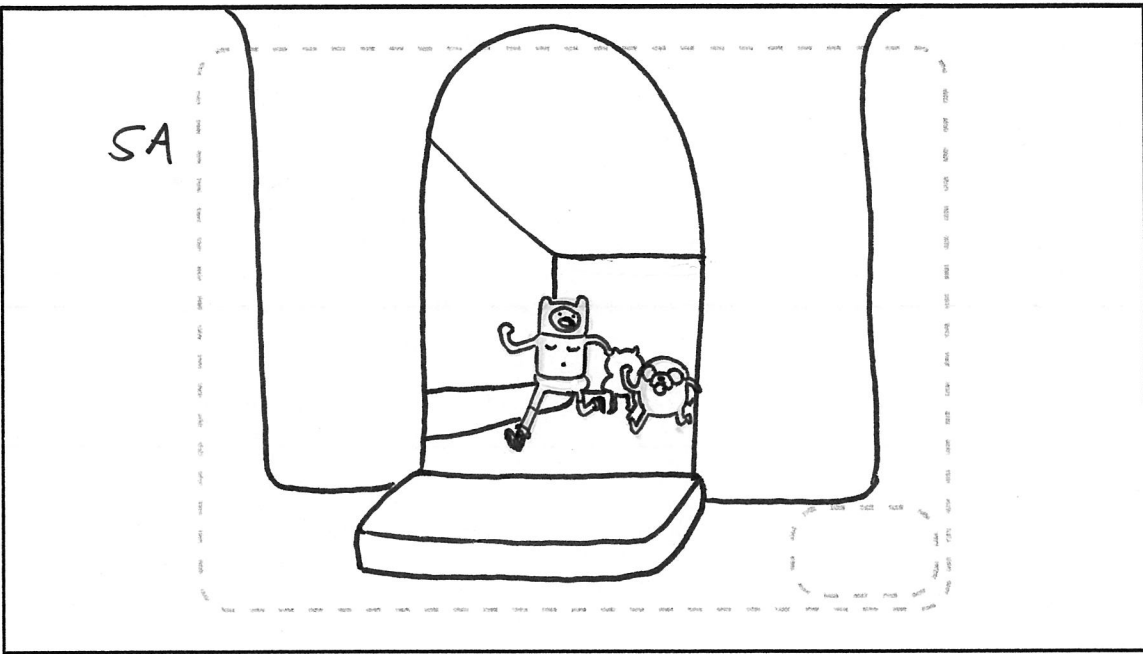
1034-235 EPISODE # Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

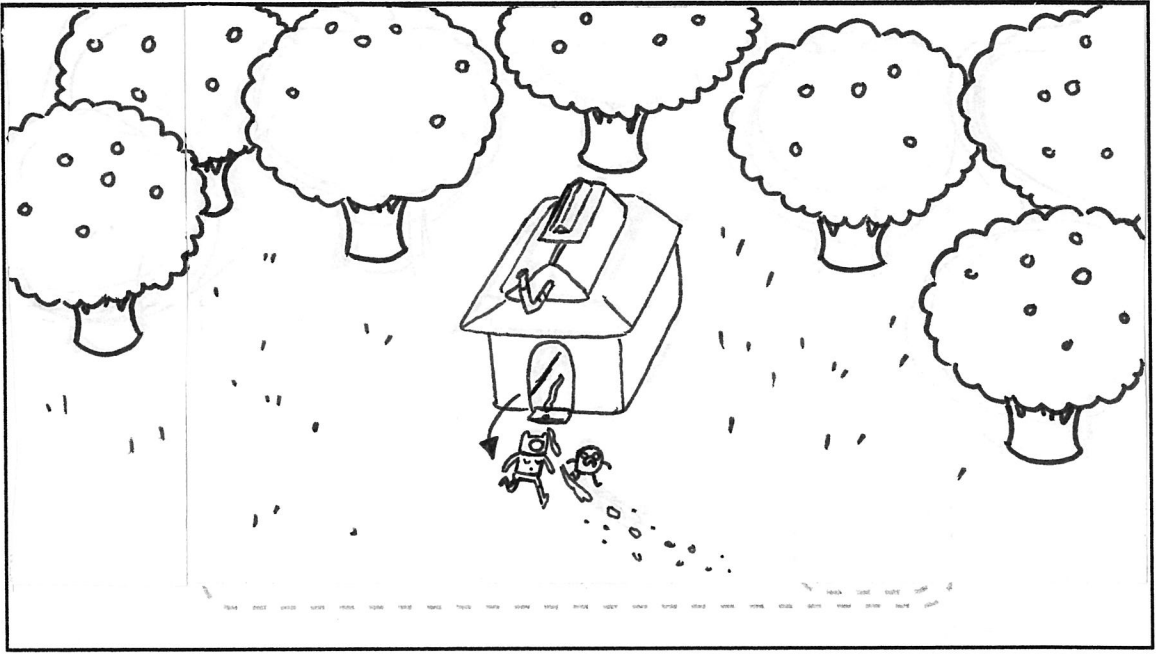
ADVENTURE TIME



Sc. 110 Pnl. C Bg. day night



Sc. 111 Pnl. A Bg. day night



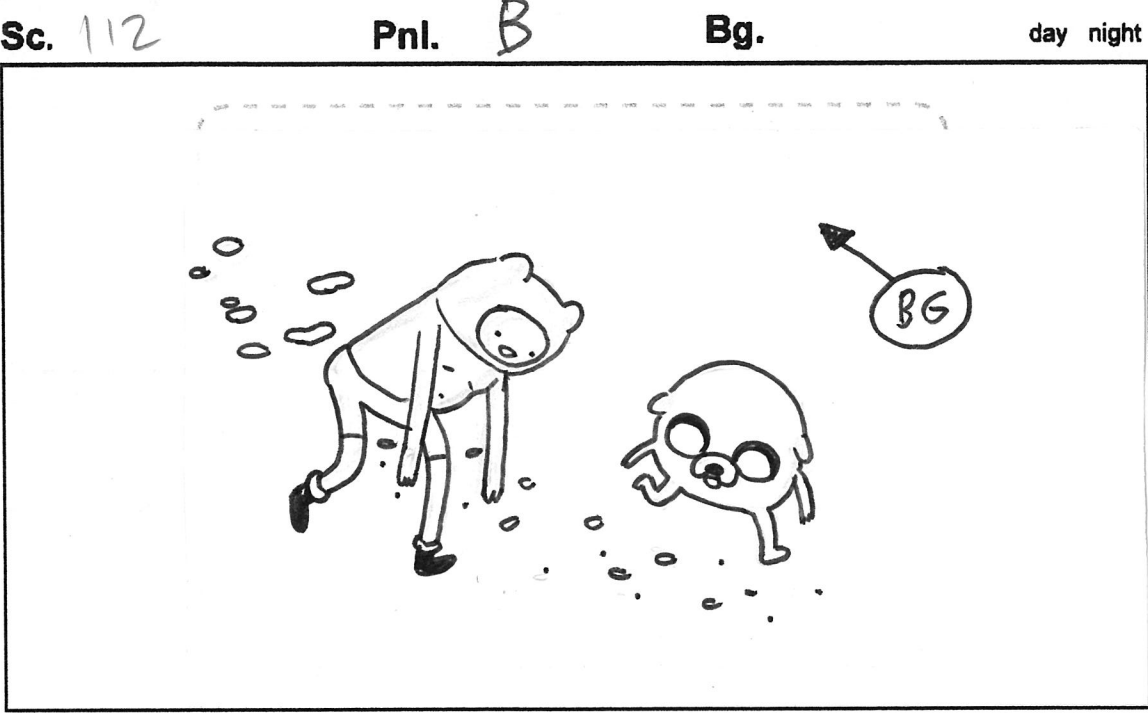
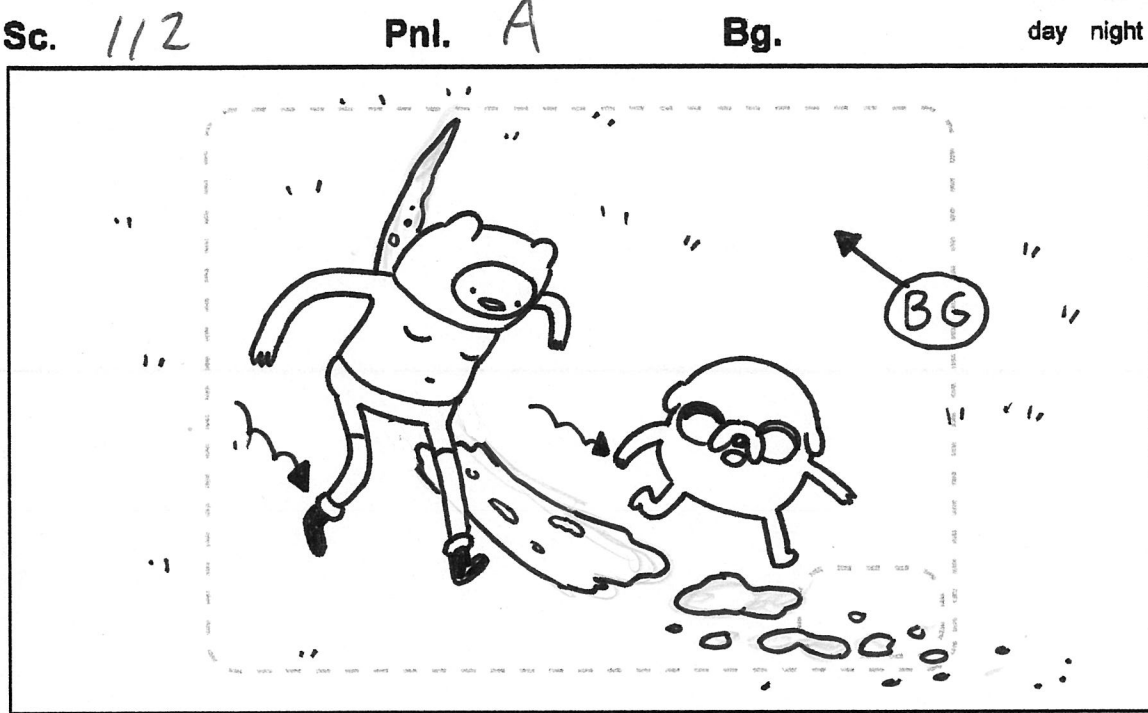
Dialog:	⑦ ROLLING PIN-	⑦ WE WANT TO HELP!
Action:	- F, J RUN FORWARD.	- F, J RUN OUT OF HOUSE.
Timing:		



1034-235  
EPISODE #  
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog:

Action: -F, J FOLLOW SLIME TRAIL

Timing:

(B)

(F) NO MORE . .

EPISODE # 1034-235

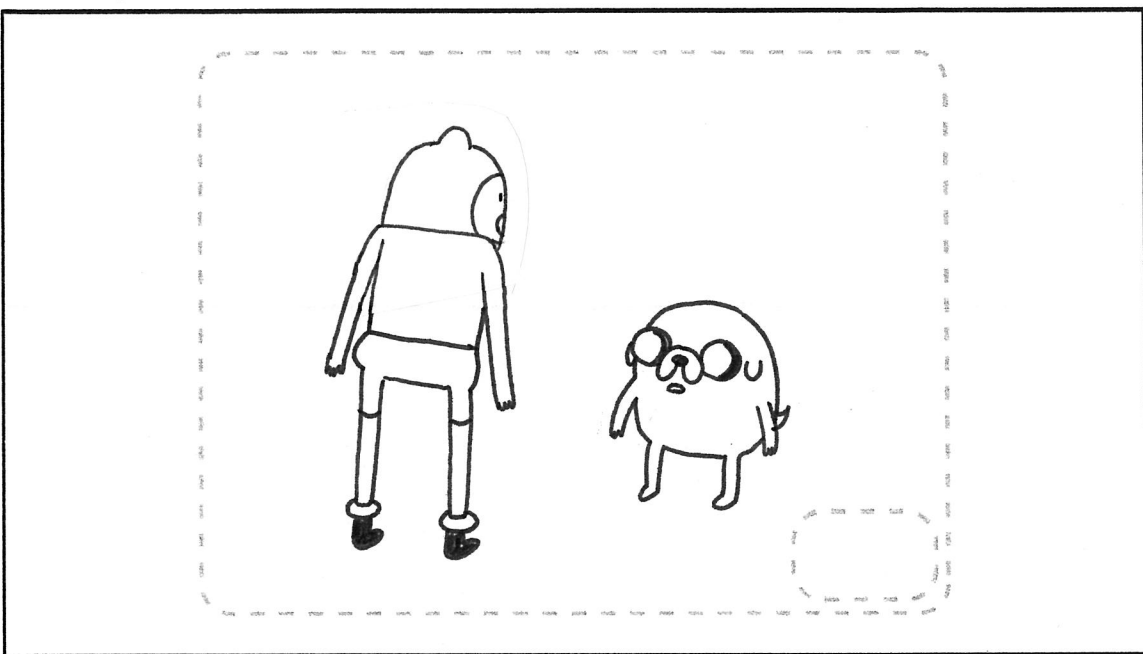
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

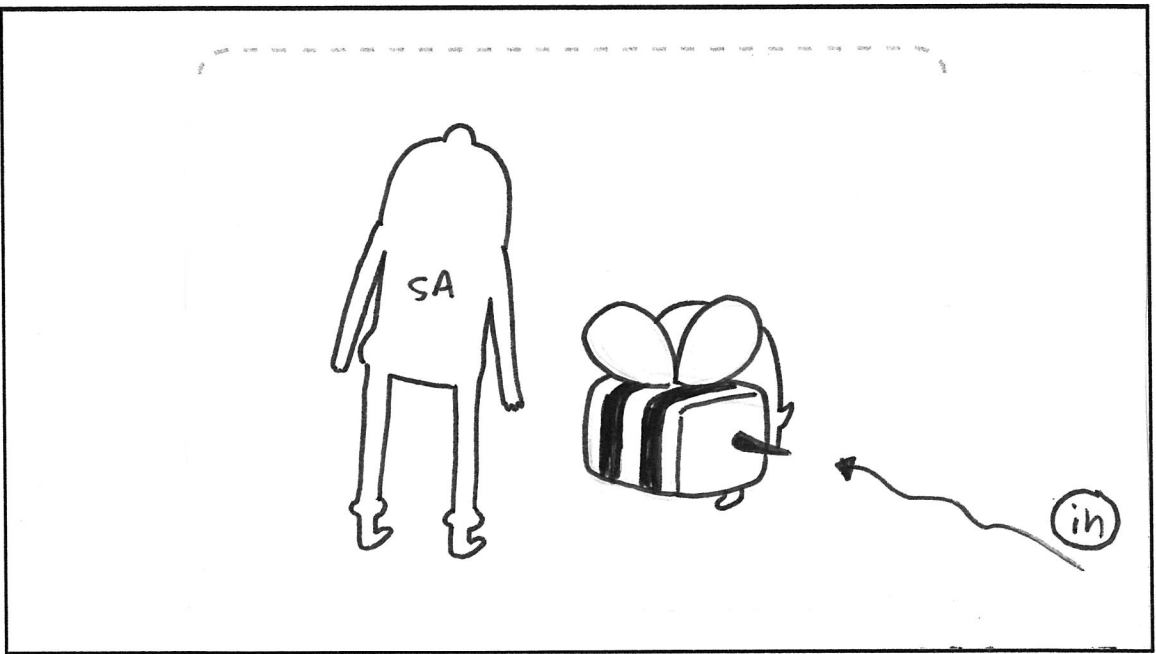
ADVENTURE TIME



Sc. 112 Pnl. C Bg. day night



Sc. 112 Pnl. D Bg. day night



Dialog: J: Rolling pin trail has gone cold... BEE: [BUZZ]

Action: - BEE FLIES ON/S.

Timing:

1034-235 EPISODE # Production :



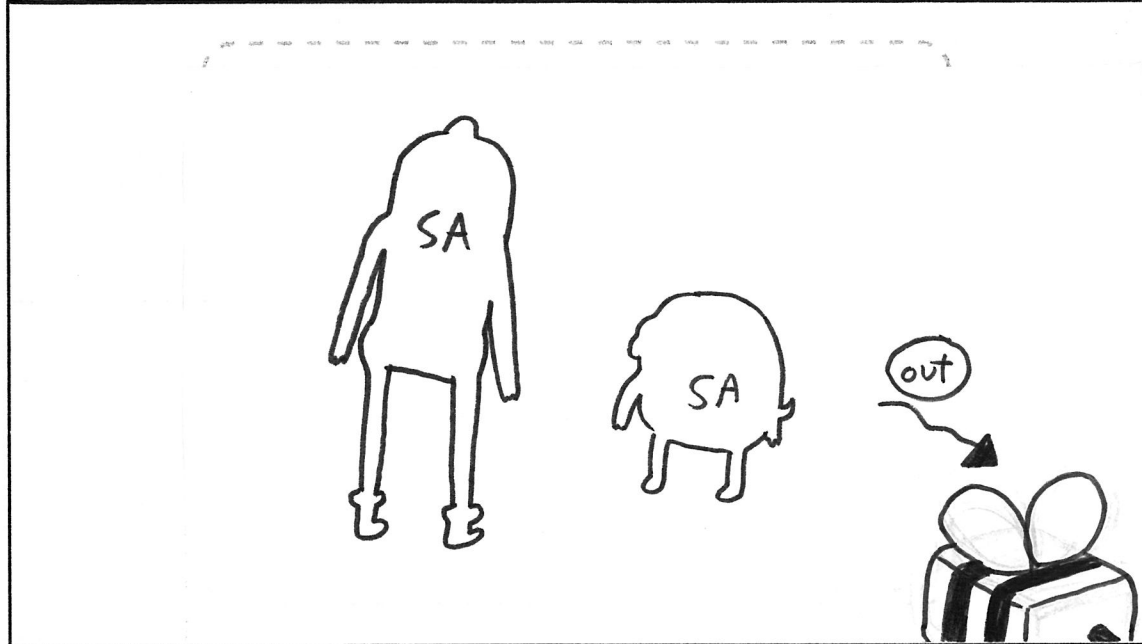
© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

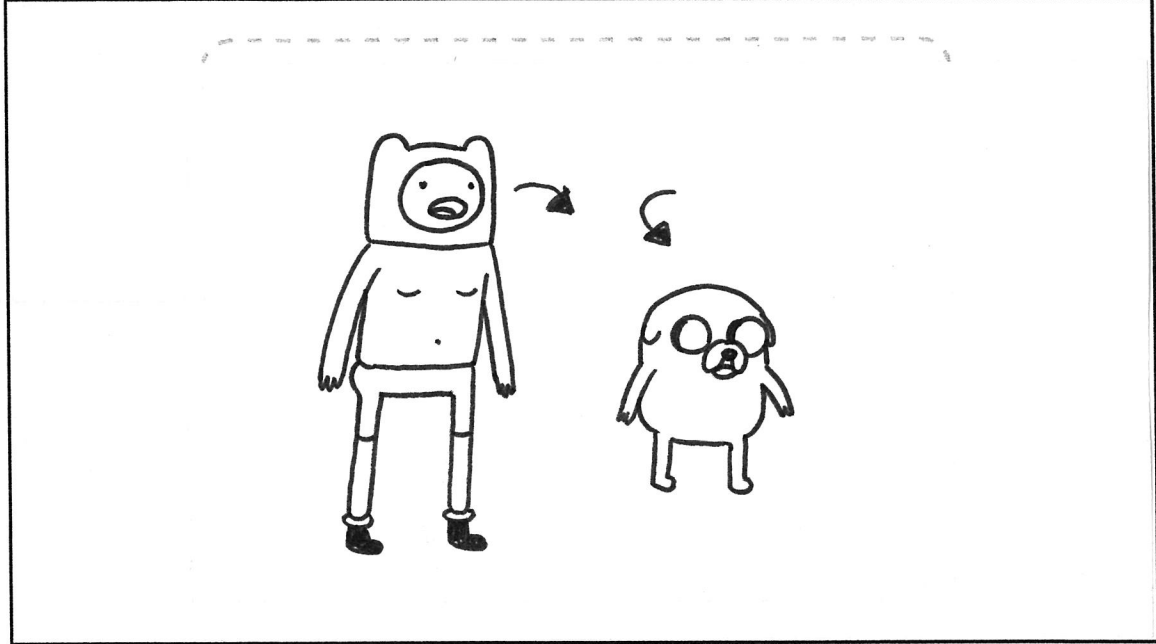


Page 191

Sc. 112 Pnl. E Bg. day night



Sc. 112 Pnl. F Bg. day night

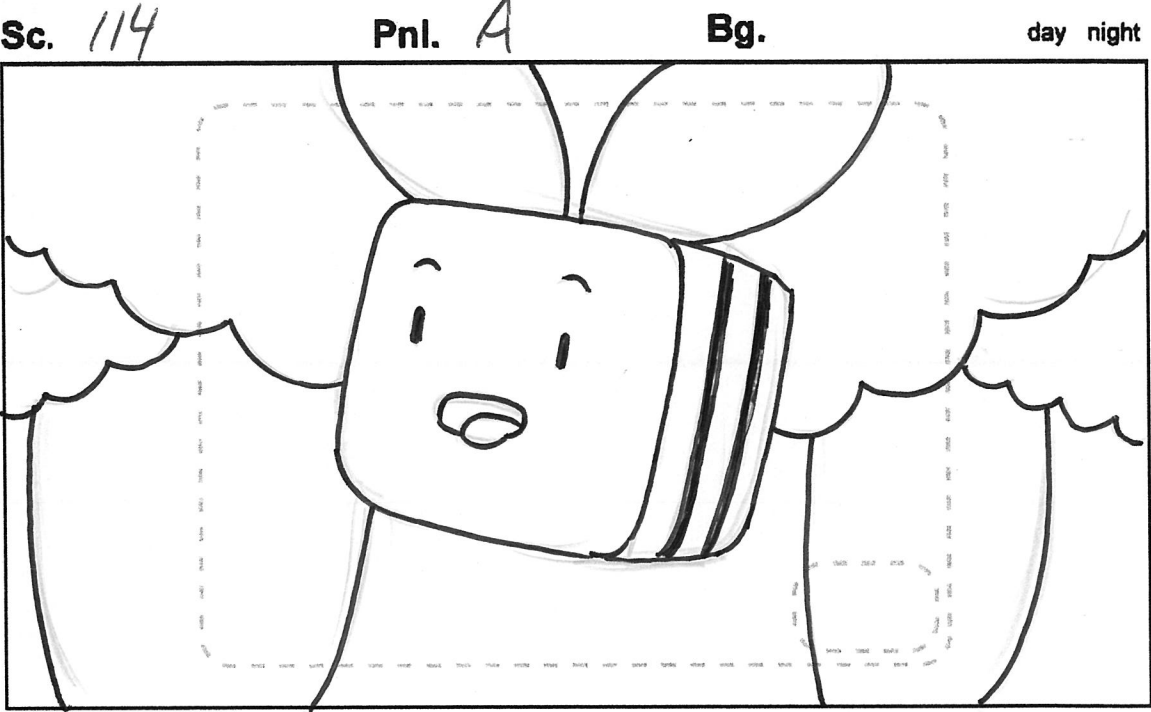
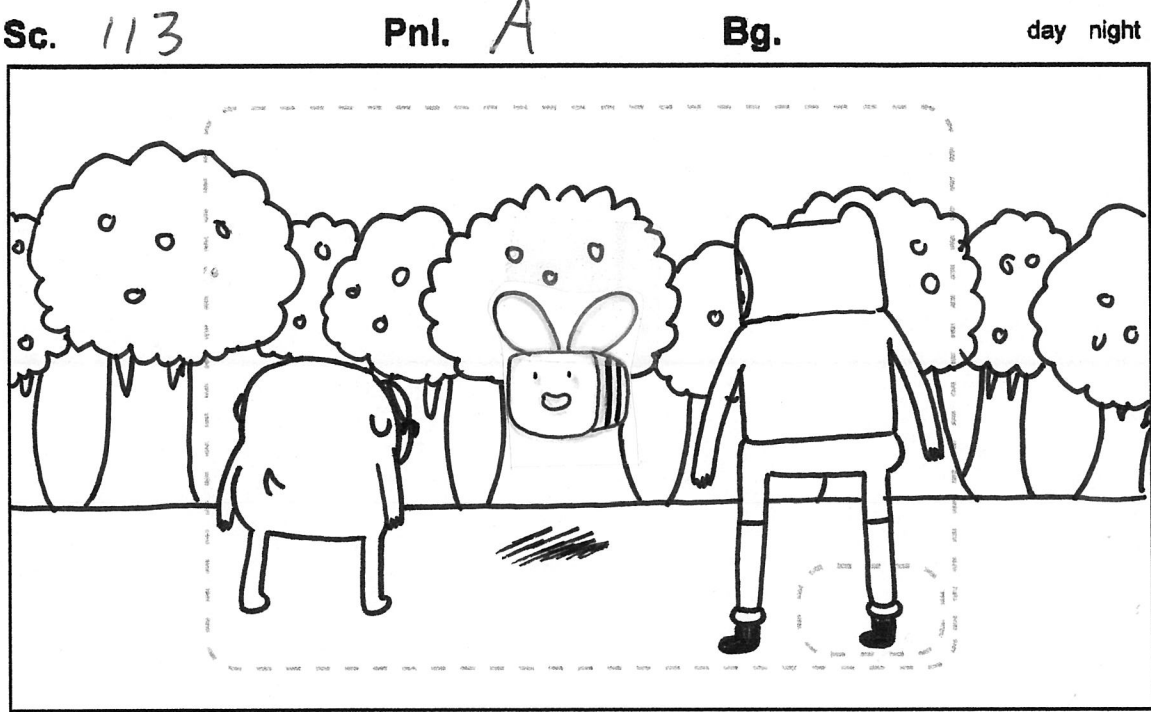


Dialog:	B: ZZZZ f: Bee J: Whoa...
Action:	-BEE FLIES OFF/S.
Timing:	

1034-235  
EPISODE #  
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	<u>B:</u> Buzz...	<u>B:</u> Listen for a sound, and look, look around...
Action:	~ BMO-SHAPED BEE HOVERS IN FRONT OF FINN + JAKE.	
Timing:		

EPISODE # 1034-235  
Production :

## ADVENTURE TIME

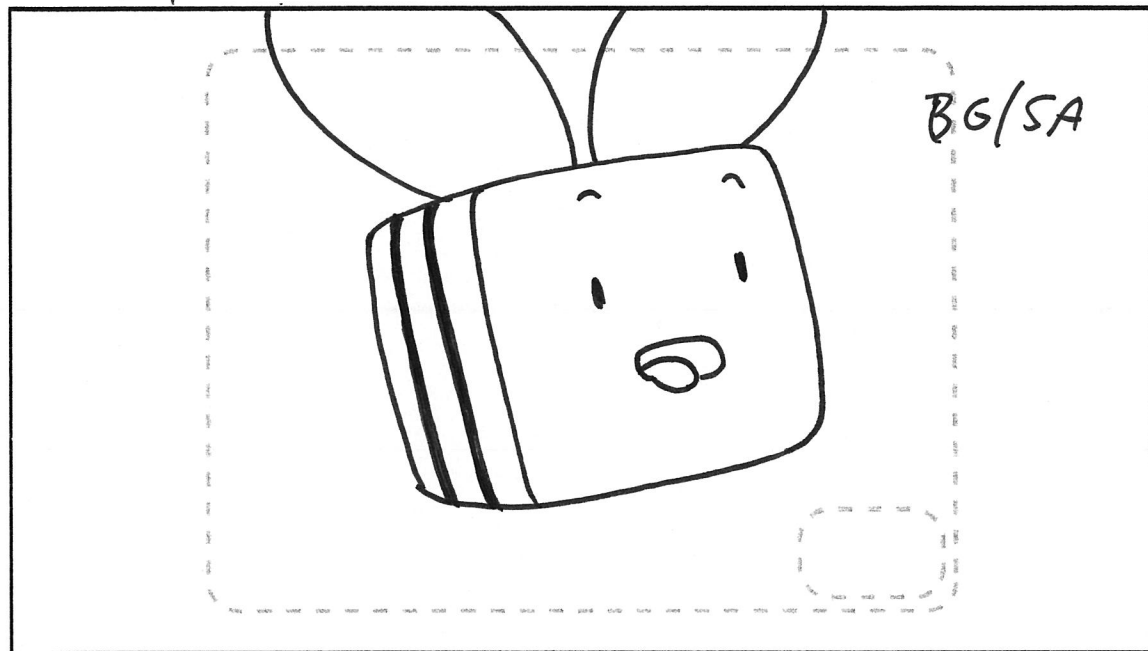
Page 193

Sc. 114

**Pnl.** B

**Bg.**

**day night**

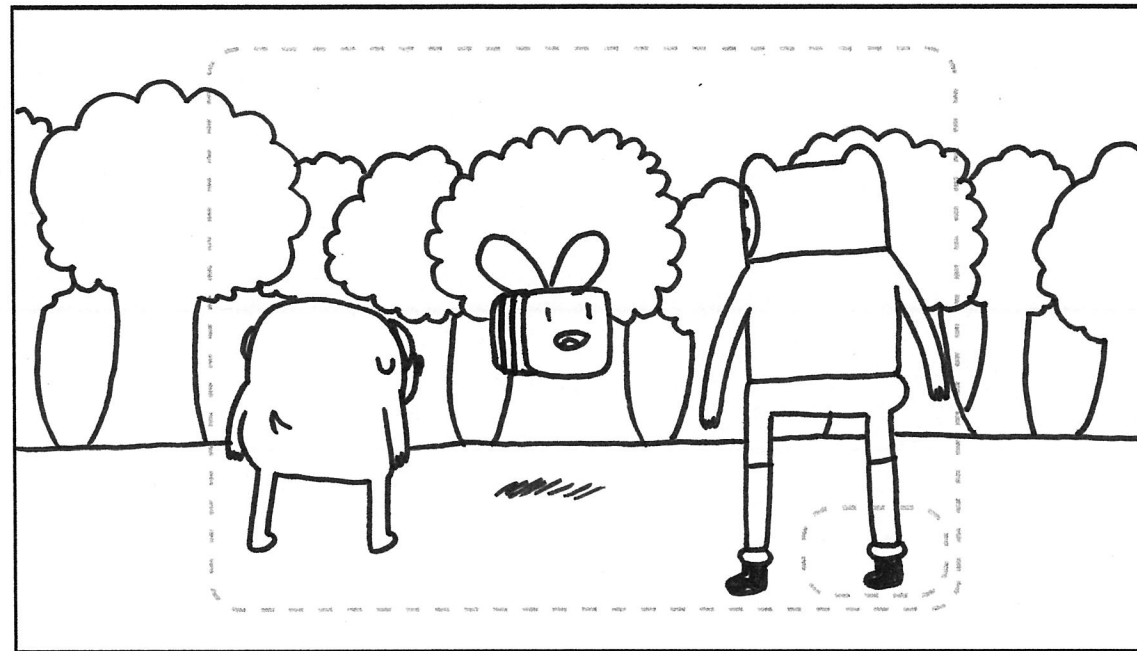


Sc. 115

Pnl. A

**Bg.**

**day night**



**Dialog:**

B: search for the thought,  
smiles will be not...

③ FOUND . . .

**Action:**

**Timing:**

1034-235

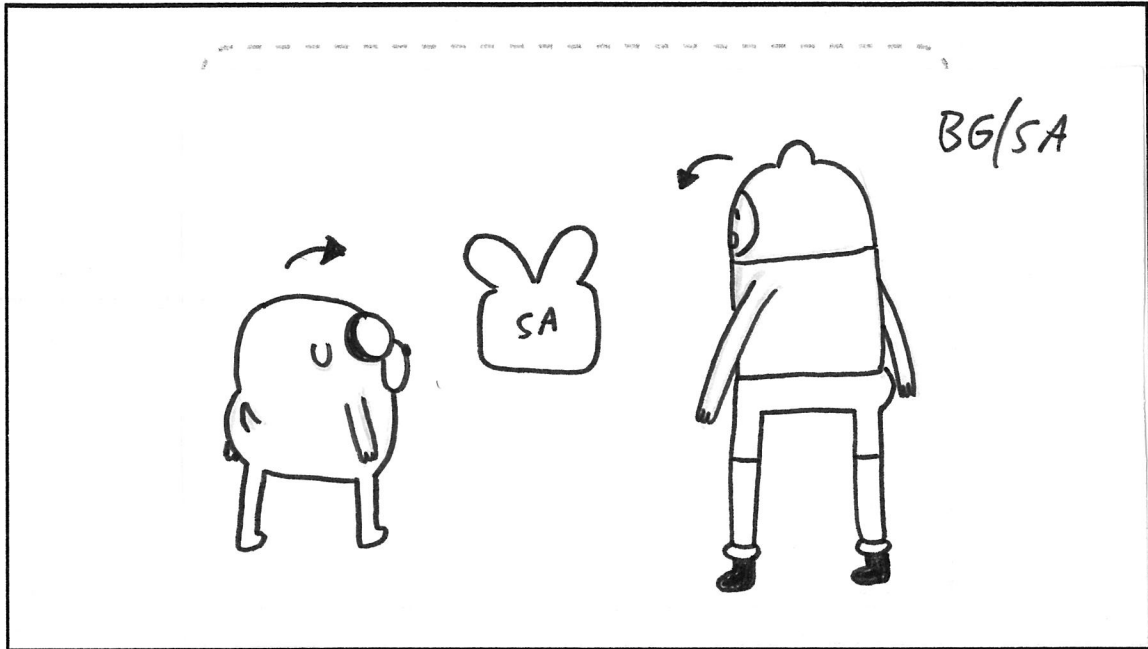
**EPISODE #**

**Production :**

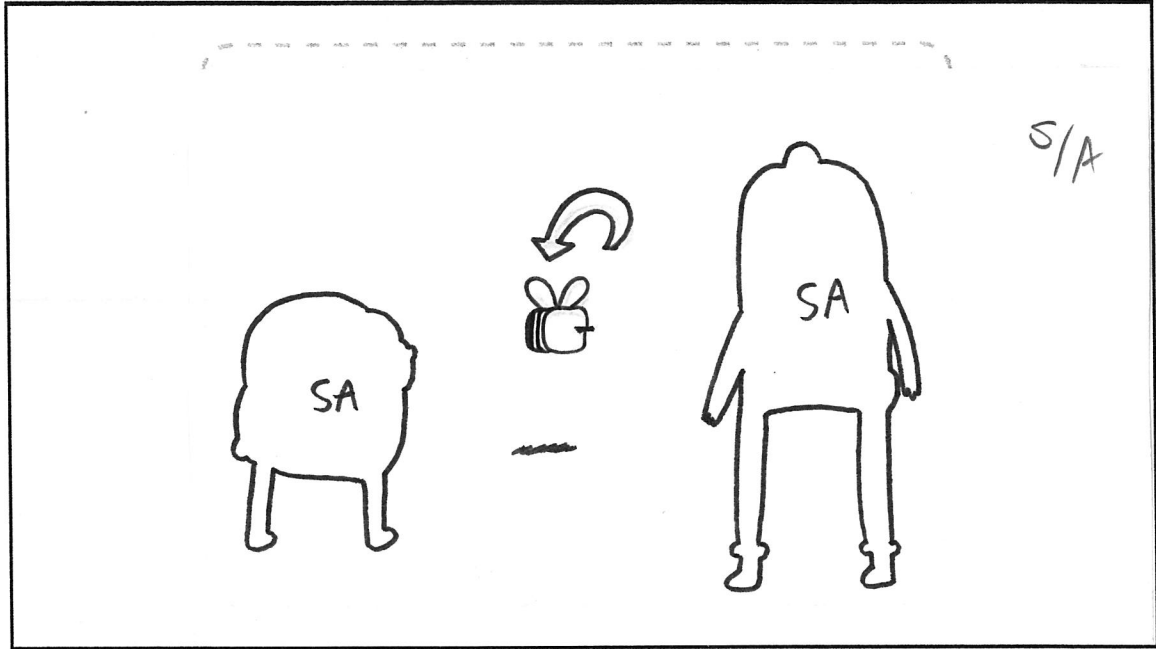
ADVENTURE TIME



Sc. 115 Pnl. B Bg. day night



Sc. 115 Pnl. C Bg. day night

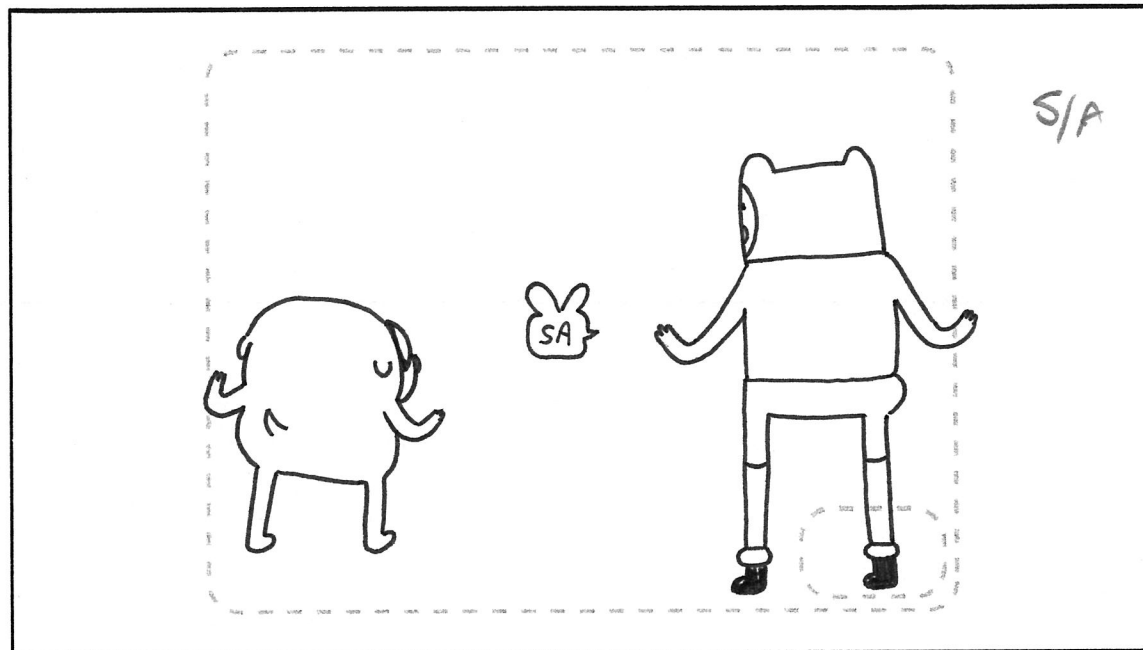


Dialog:	<u>F+J</u> : Hmm??...	<u>B</u> : Bzzzz...
Action:	- BEE TURNS AND FLIES AWAY	
Timing:		

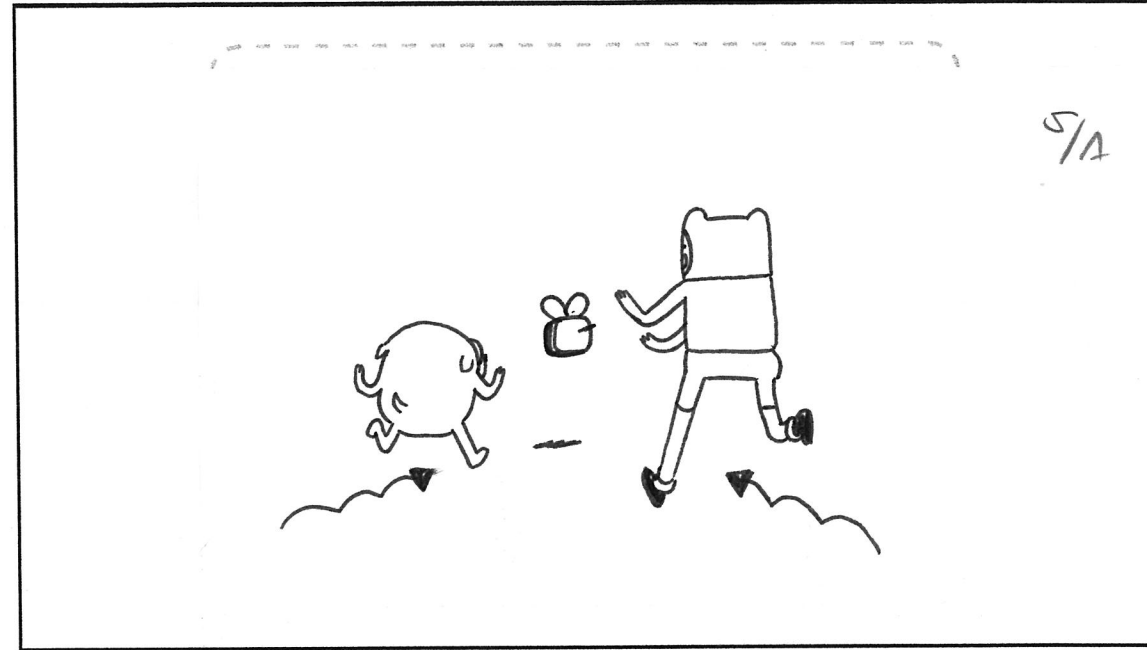
ADVENTURE TIME



Sc. 115 Pnl. D Bg. day night



Sc. 115 Pnl. E Bg. day night



Dialog:	J: where are you going?	F: Please sing some more.
Action:		
Timing:		

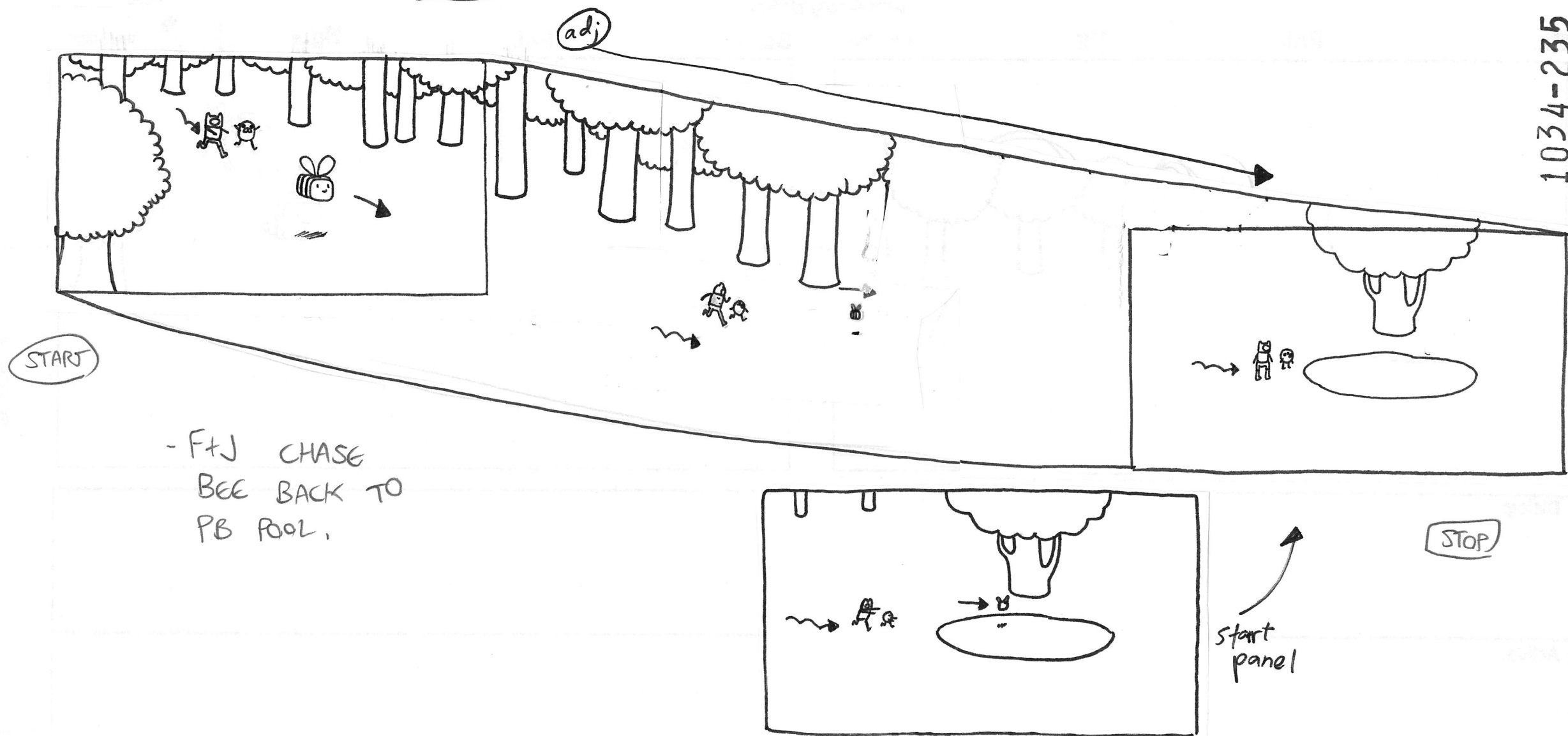


Sc. 116

Pl. A

page 196

1034-235



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

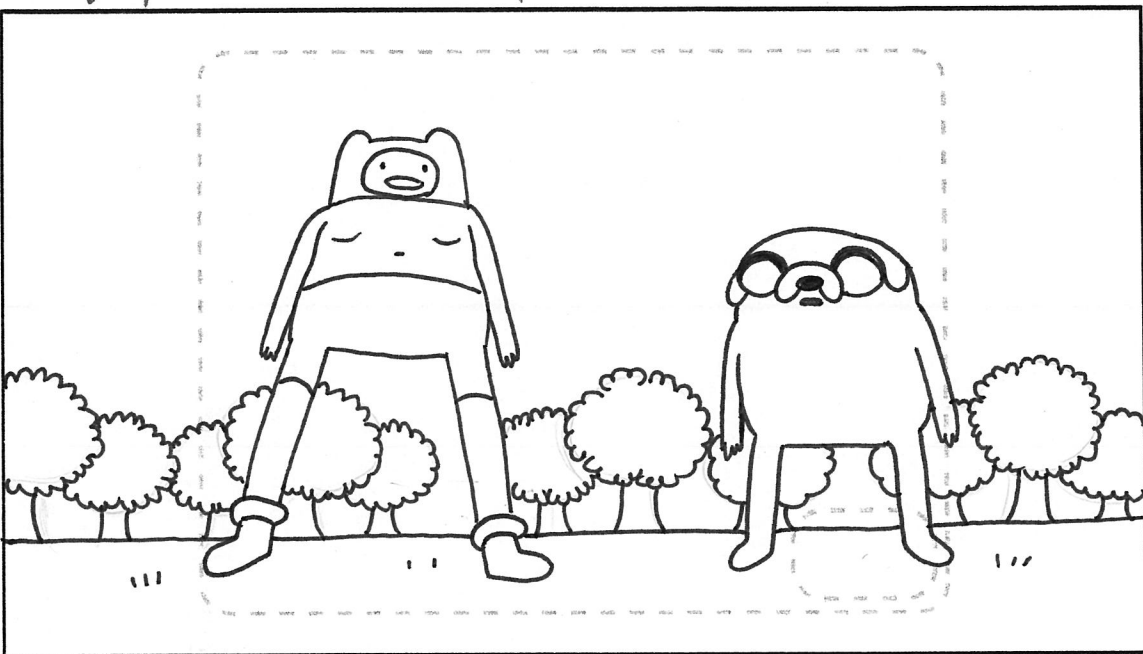


Sc. 117

Pnl. A

Bg.

day night

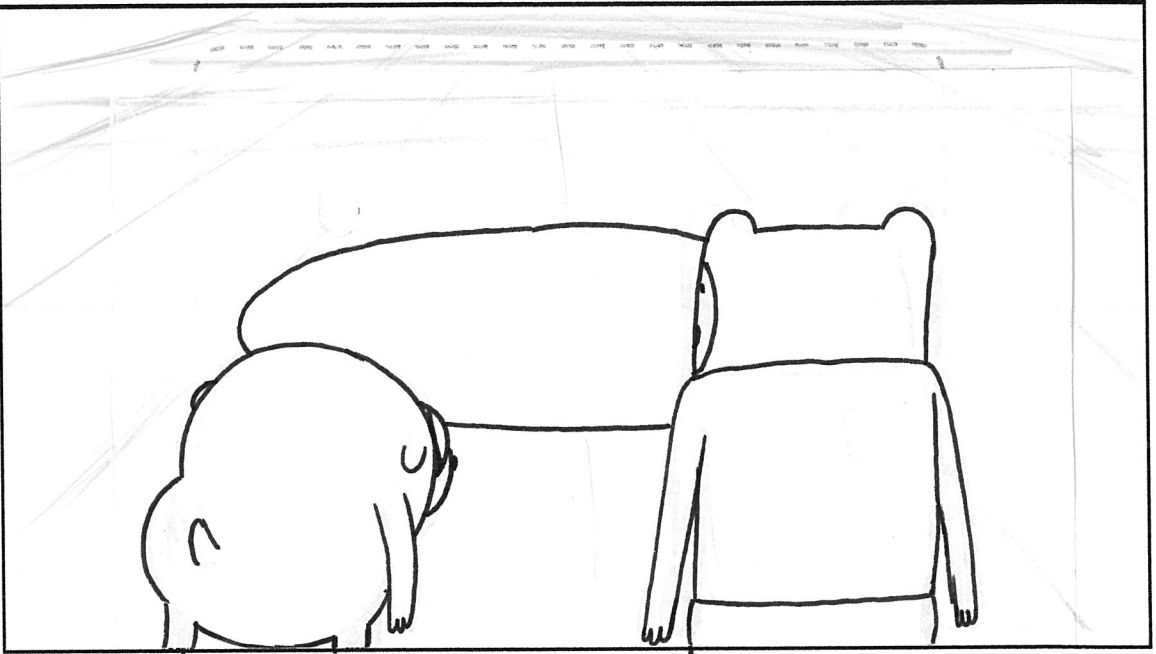


Sc. 118

Pnl. A

Bg.

day night



Dialog:	<u>F</u> : pink pond...	<u>F</u> : pretty...
Action:	- F, J STARE DOWN AT POND.	
Timing:		

EPISODE # 1034-235  
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

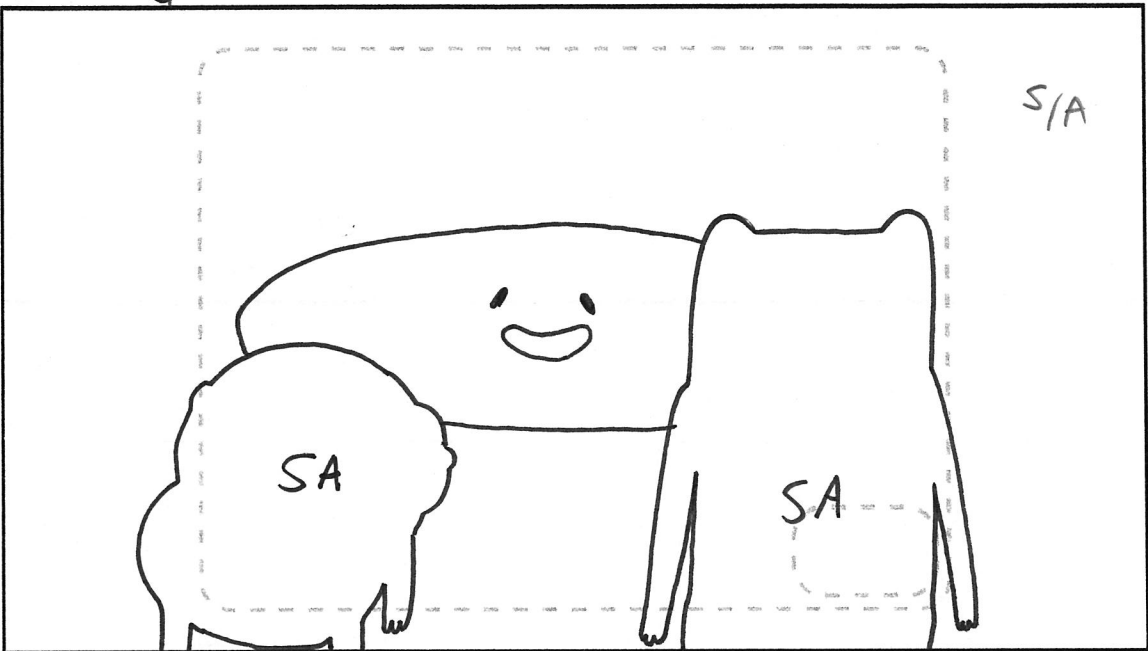


Sc. 118

Pnl. B

Bg.

day night

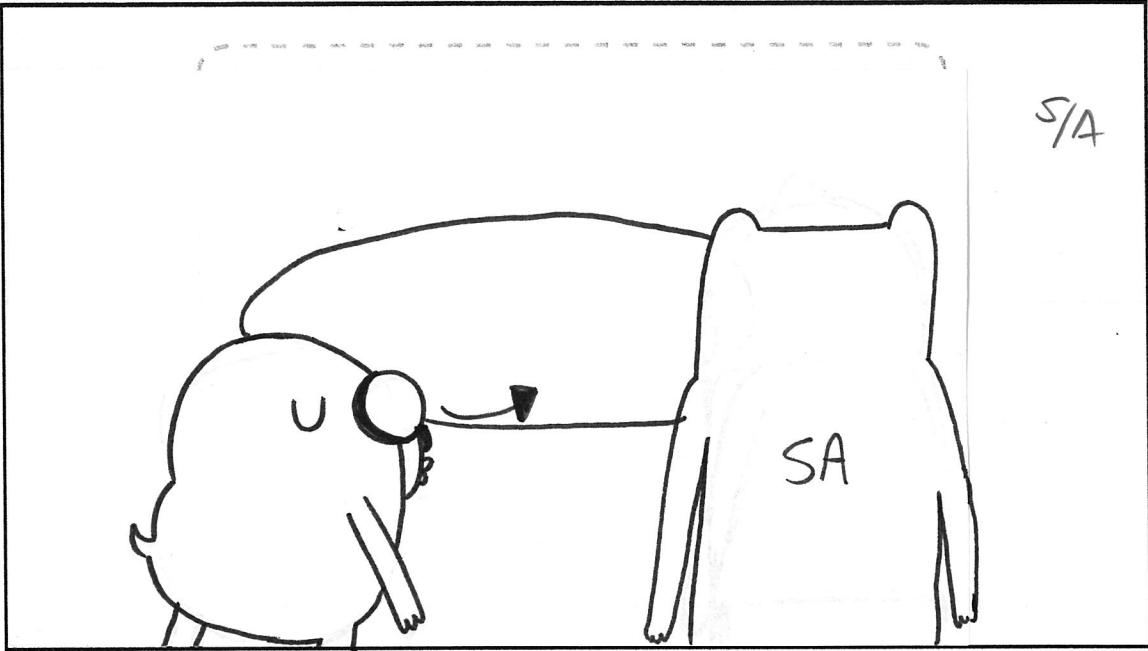


Sc. 118

Pnl. C

Bg.

day night



Dialog: PB: Hello friends.

J: The pond has a face and is talking to us.

Action: -PB Face appears in pond.

Timing:

1054-235

EPISODE #

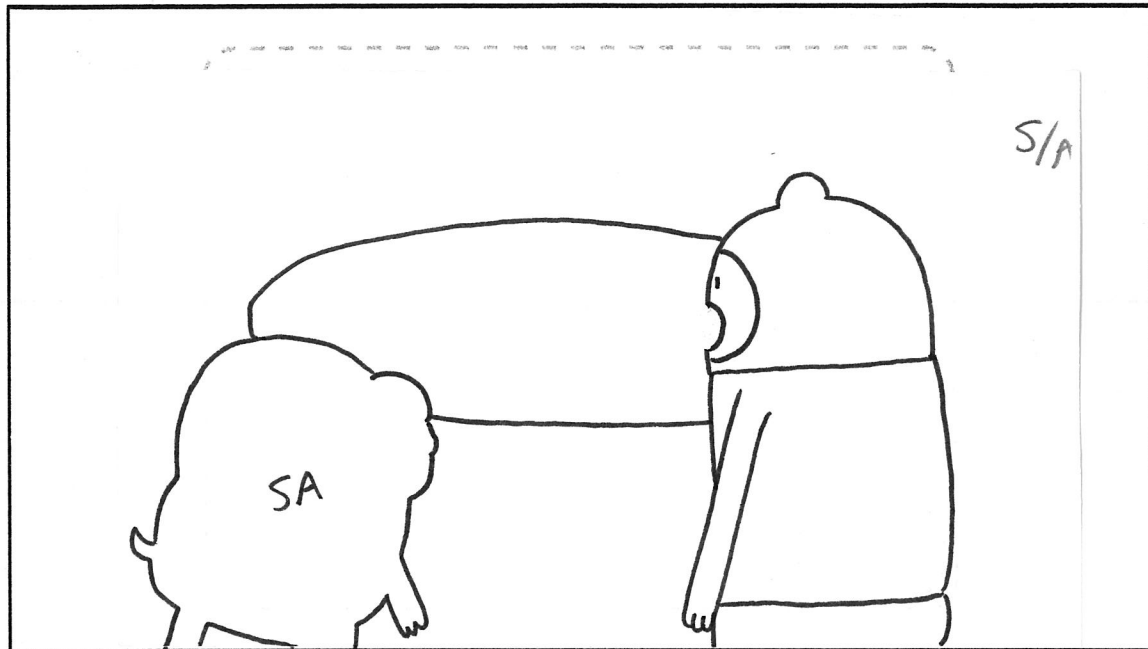
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

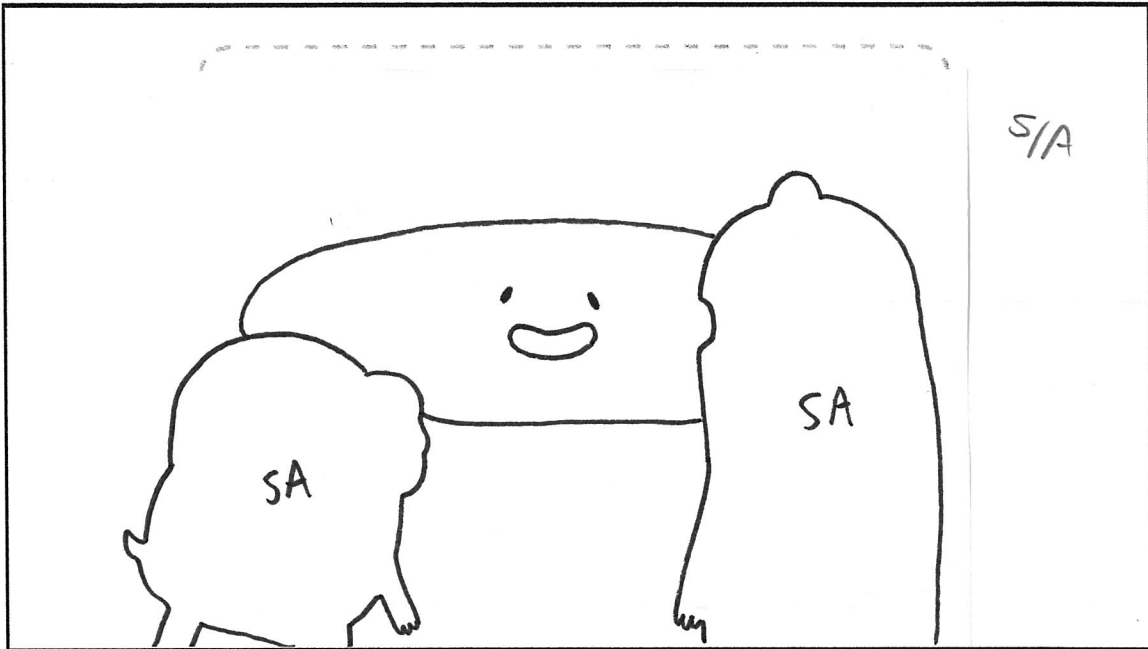
ADVENTURE TIME



Sc. 118 Pnl. D Bg. day night



Sc. 118 Pnl. E Bg. day night



Dialog:	<u>F</u> : Yah...	<u>PB</u> : Dive in!
Action:		
Timing:		

EPISODE # 1054-235  
Production :

ADVENTURE TIME

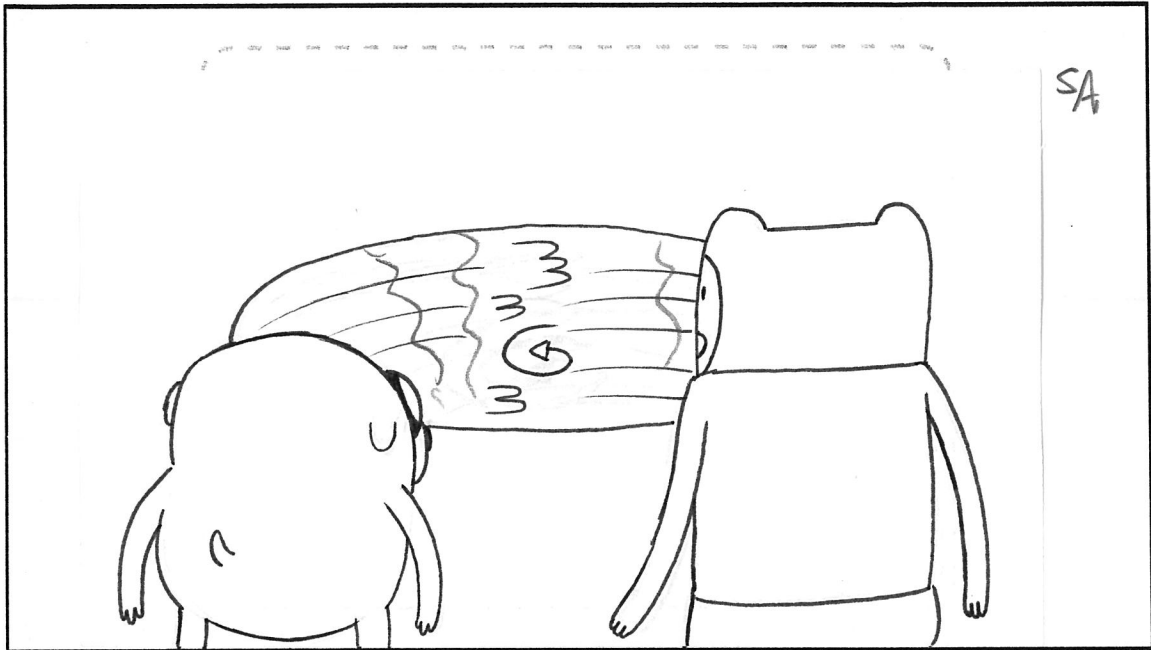


Sc. 118

Pnl. F

Bg.

day night

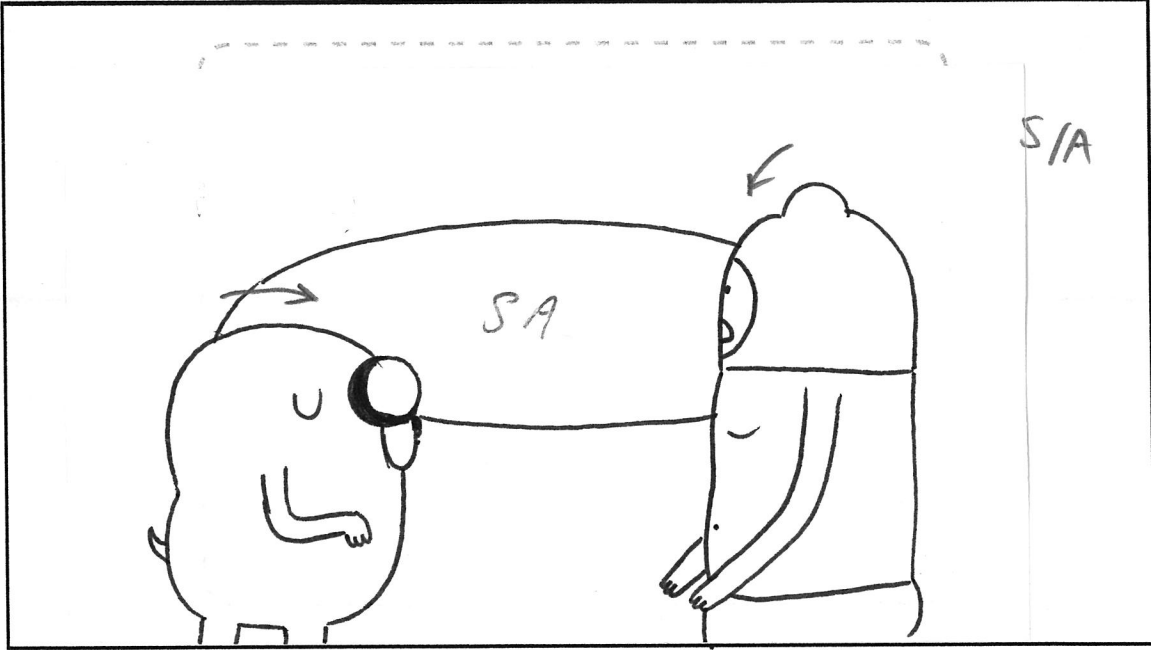


Sc. 118

Pnl. G

Bg.

day night



Dialog:

SFX: \* FSHHH \*

f: I don't feel comfortable  
diving into a face.

Action:

- PB forms whirlpool.

Timing:

1034-235

EPISODE #

Production :



ADVENTURE TIME



Sc. 119 Pnl. A Bg. day night

Sc. 119 Pnl. B Bg. day night

Dialog:

(F)

Action:

- F+J WALK AWAY FROM POOL,

Timing:

EPISODE # 1054-235 Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 119

Pnl. C

Bg.

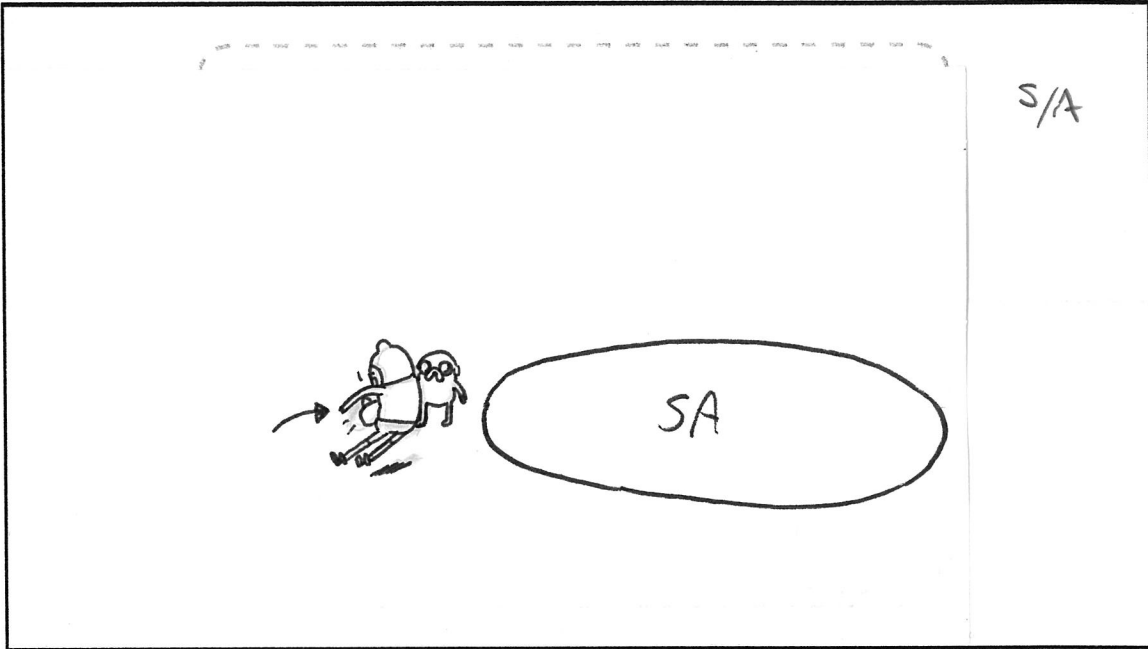
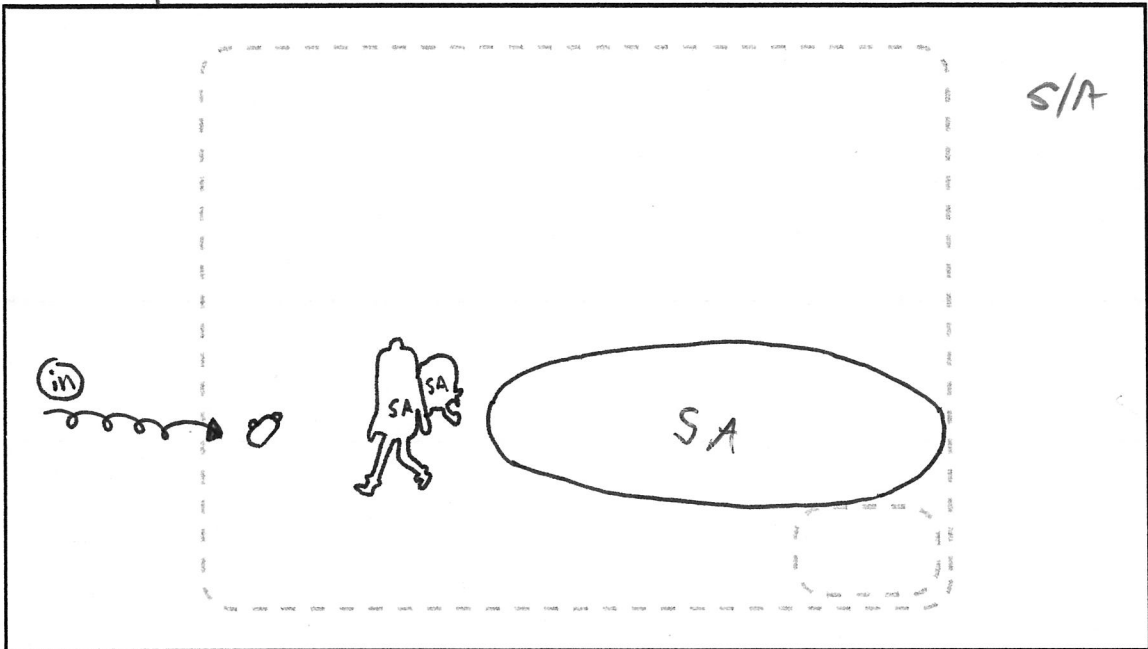
day night

Sc. 119

Pnl. D

Bg.

day night



Dialog:	SFX * RRRR+	(F) OOF
Action:	- Sealard enters.	- SEALARD HITS FINN.
Timing:		

1034-235  
EPISODE #  
Production :

ADVENTURE TIME



Sc. 119 Pnl. E Bg. day night

S/A

Sc. 119 Pnl. F Bg. day night

S/A

Dialog:

SFX: \* SPSHH! \*

Action:

-FINN IS KNOCKED INTO WHIRL POOL

(B)

- SET LARD ROLLS TOWARDS JAKE.

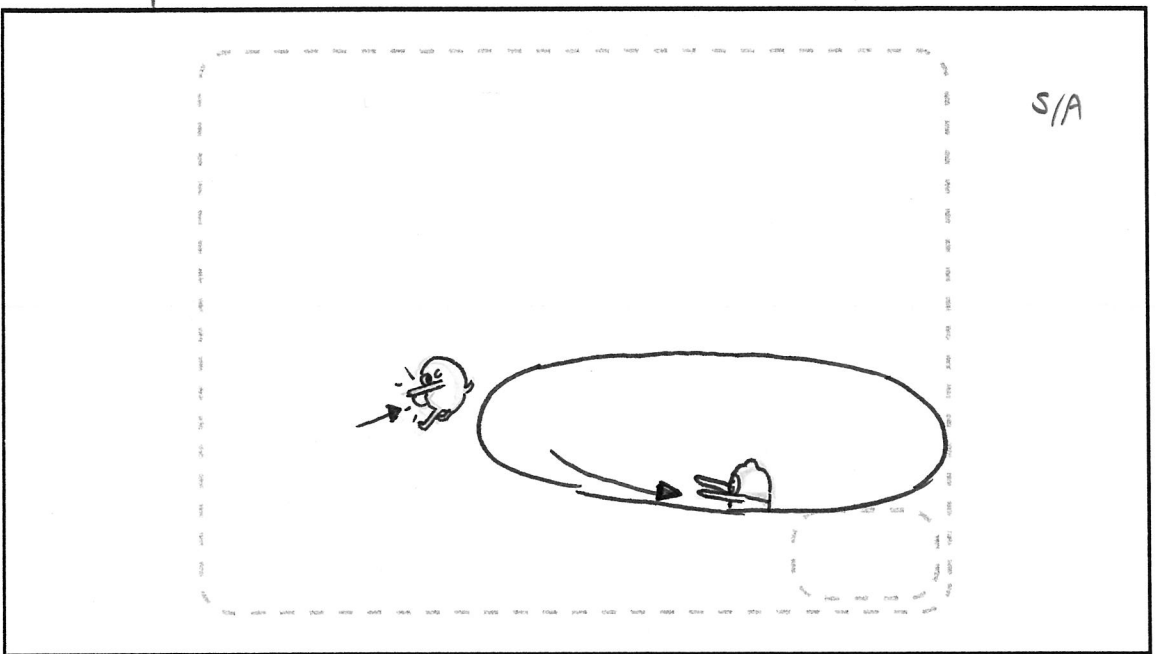
Timing:

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

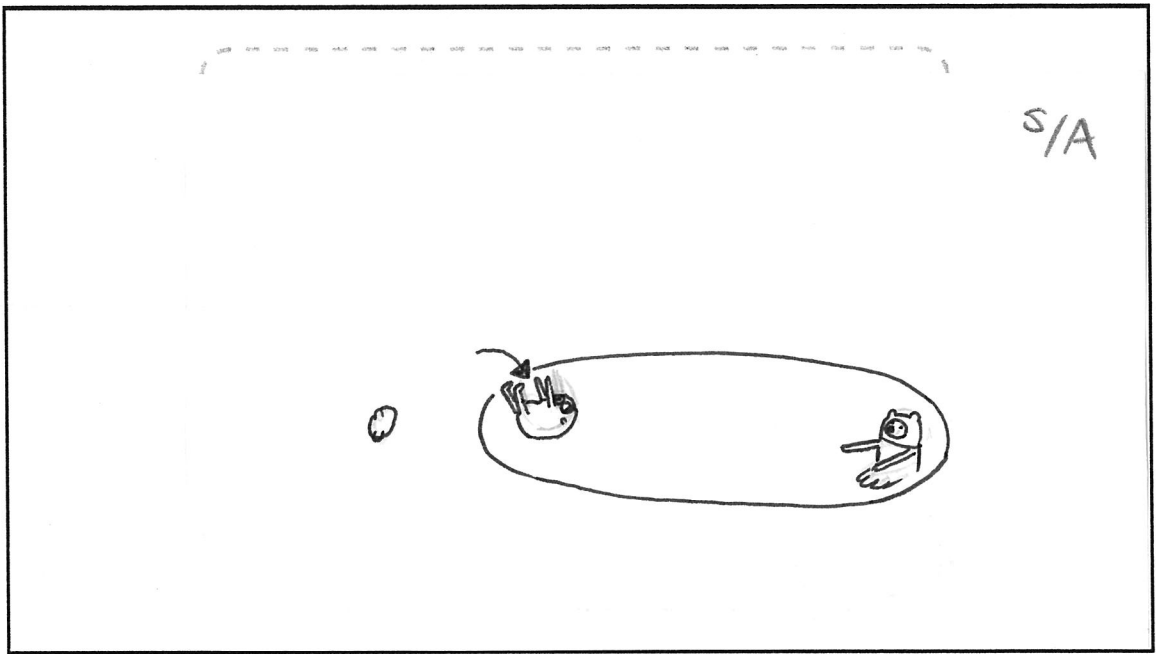
ADVENTURE TIME



Sc. 119 Pnl. G Bg. day night



Sc. 119 Pnl. H Bg. day night



Dialog:
① oof!
Action:
- SEA LARD KNOCKS JAKE INTO WHIRLPOOL.
Timing:

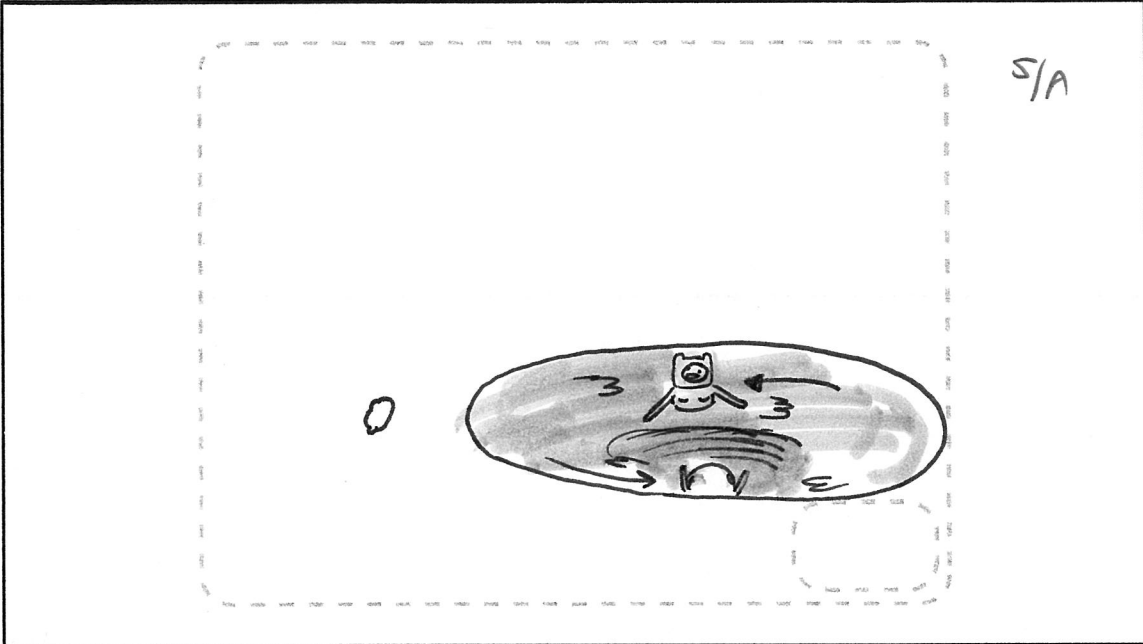
1034-235 EPISODE # Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

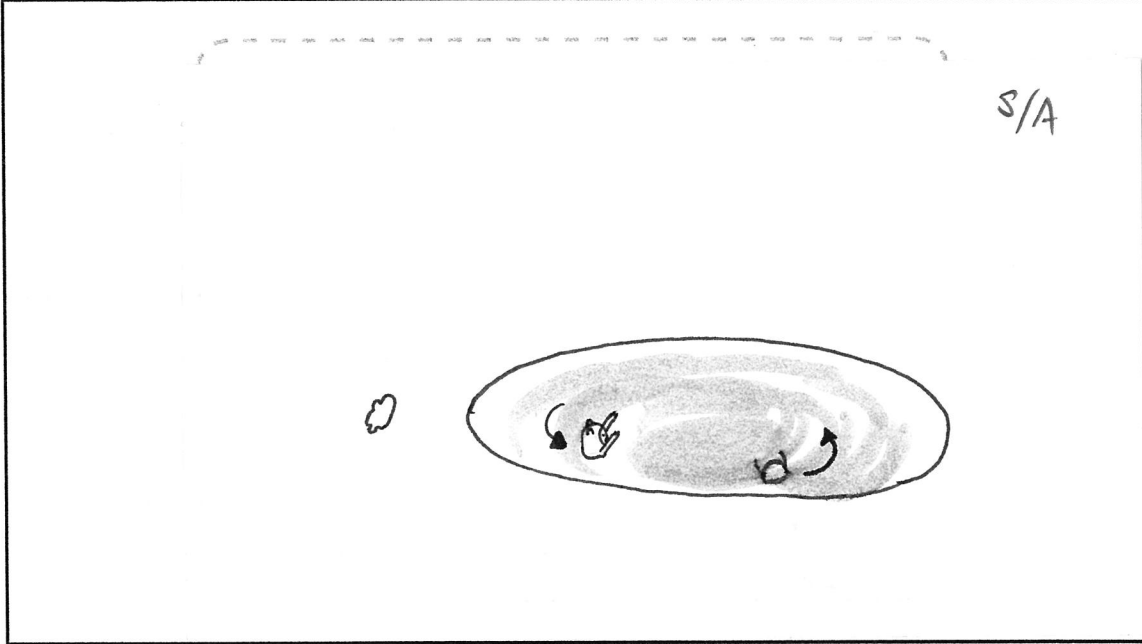
ADVENTURE TIME



Sc. 119 Pnl. I Bg. day night



Sc. 119 Pnl. J Bg. day night



Dialog:
F+J : WHOA - OH - OH - OH
Action:
Timing:

EPISODE # 1054-235  
Production :



ADVENTURE TIME



Sc. 119

Pnl. K

Bg.

day night

Sc. 120

Pnl. A

Bg.

day night

Dialog:	J: There was like a PB puddle, a Marceline plant, and a little bee that looked like <u>you</u> BMO...	
	SFX: * SPSH *	
Action:	F+J are sucked into whirlpool.	Ik floating outside treehouse.
	-FADE TO BLACK, FADE IN ON TREEHOUSE.	
Timing:		

1054-235

EPISODE #

Production :

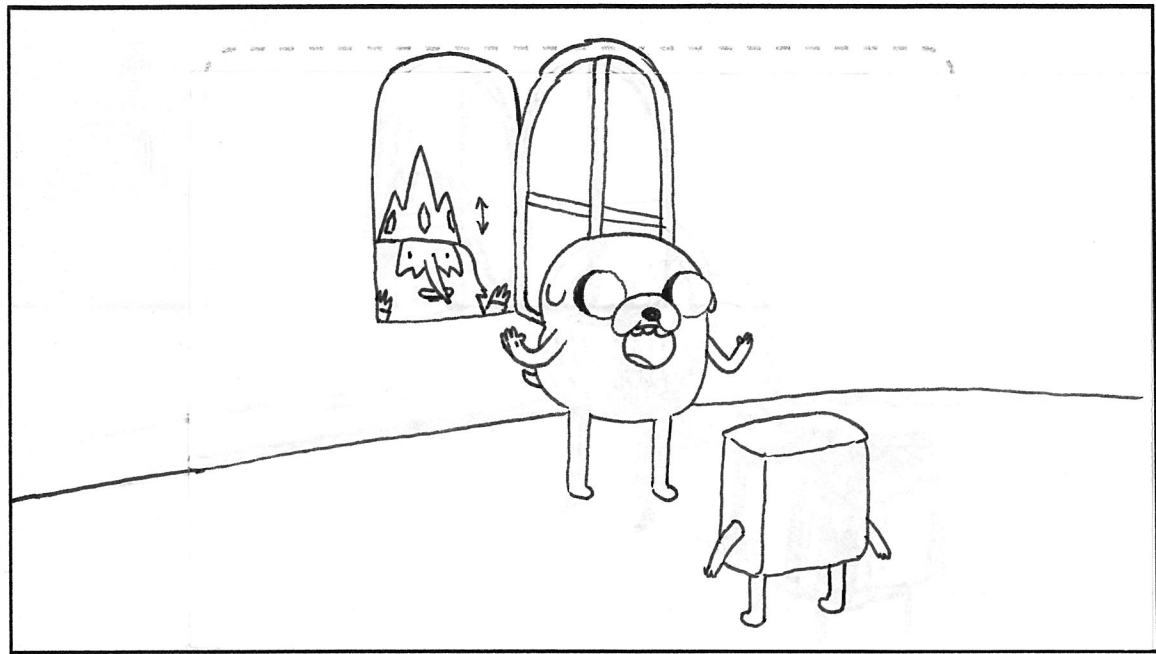
© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

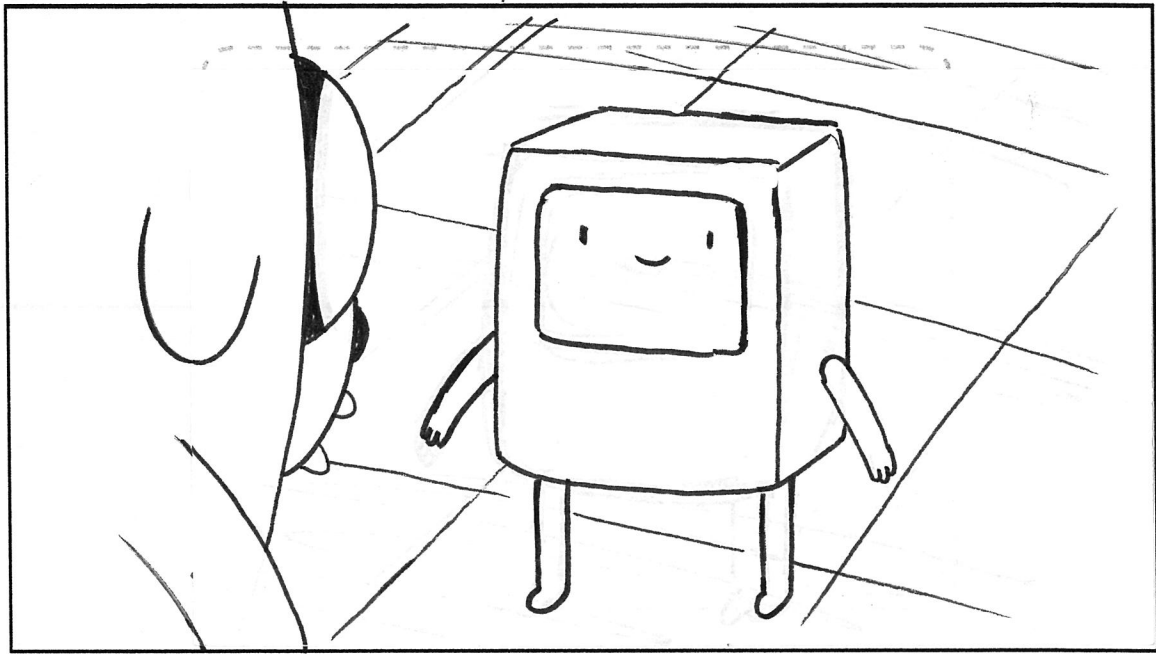


Page 207

Sc. 121 Pnl. A Bg. day night



Sc. 122 Pnl. A Bg. day night



Dialog:	<u>J</u> : And you know what? We didn't save the sealard.	<u>J</u> : The sealard saved us.
Action:	<u>Ik</u> floating outside.	
Timing:		



1034-235

EPISODE #

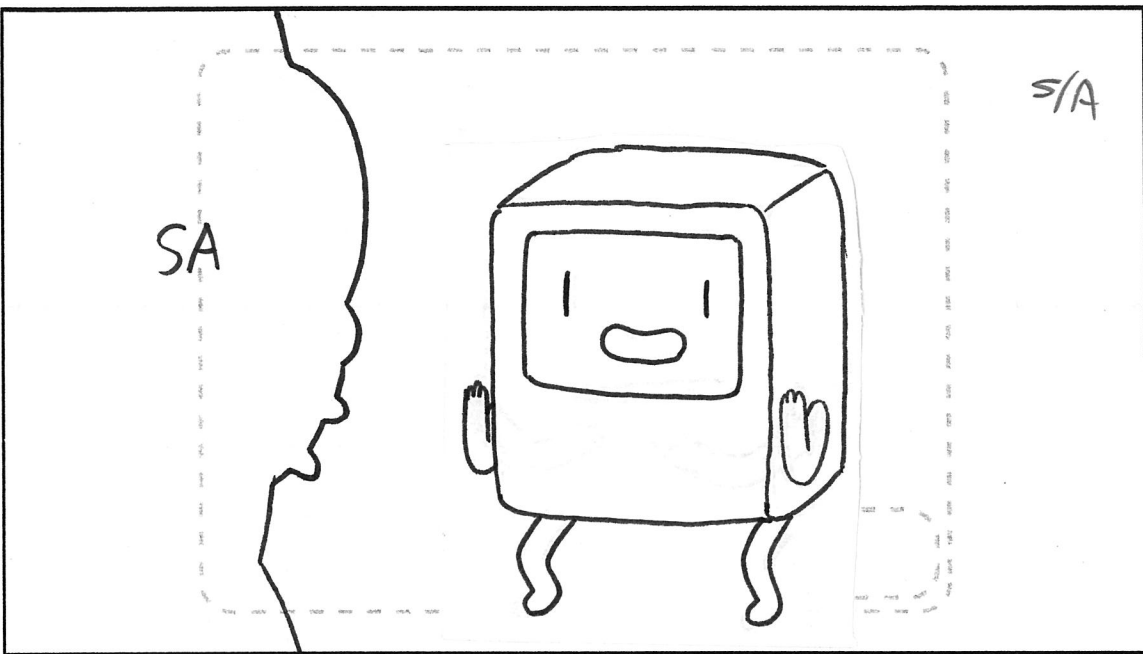
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

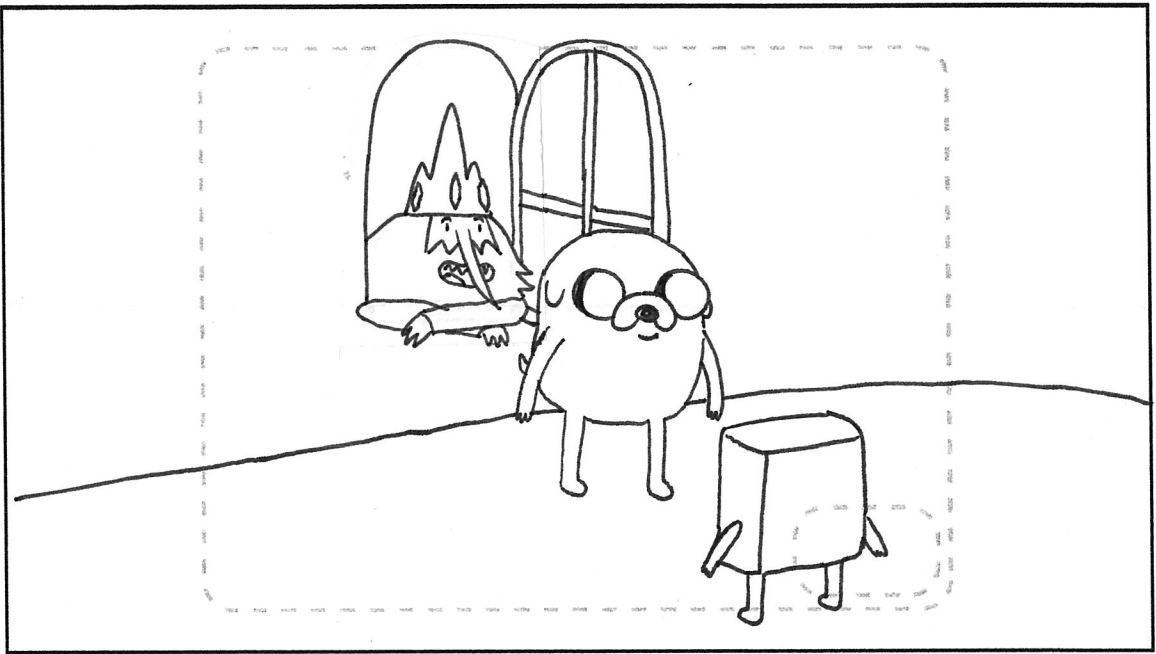
ADVENTURE TIME



Sc. 122 Pnl. B Bg. day night



Sc. 123 Pnl. A Bg. day night



Dialog:	<u>B:</u> YAY SEALARD!	<u>Ik:</u> Wow what an adventure...
Action:		
Timing:		

1054-235

EPISODE #

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

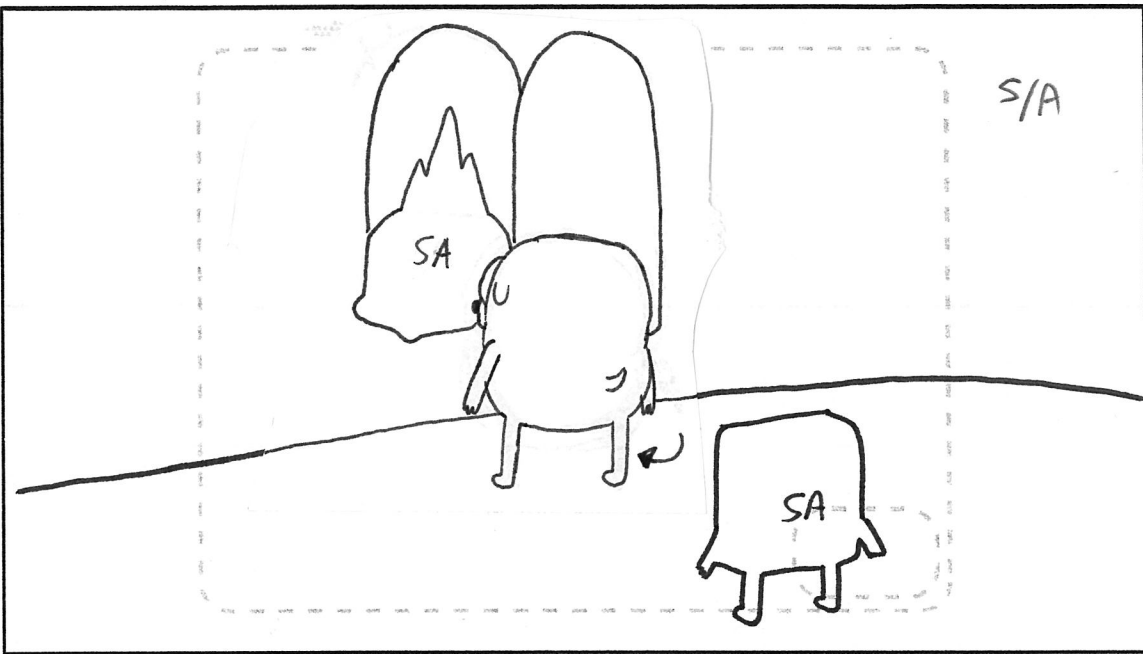


Sc. 123

Pnl. B

Bg.

day night

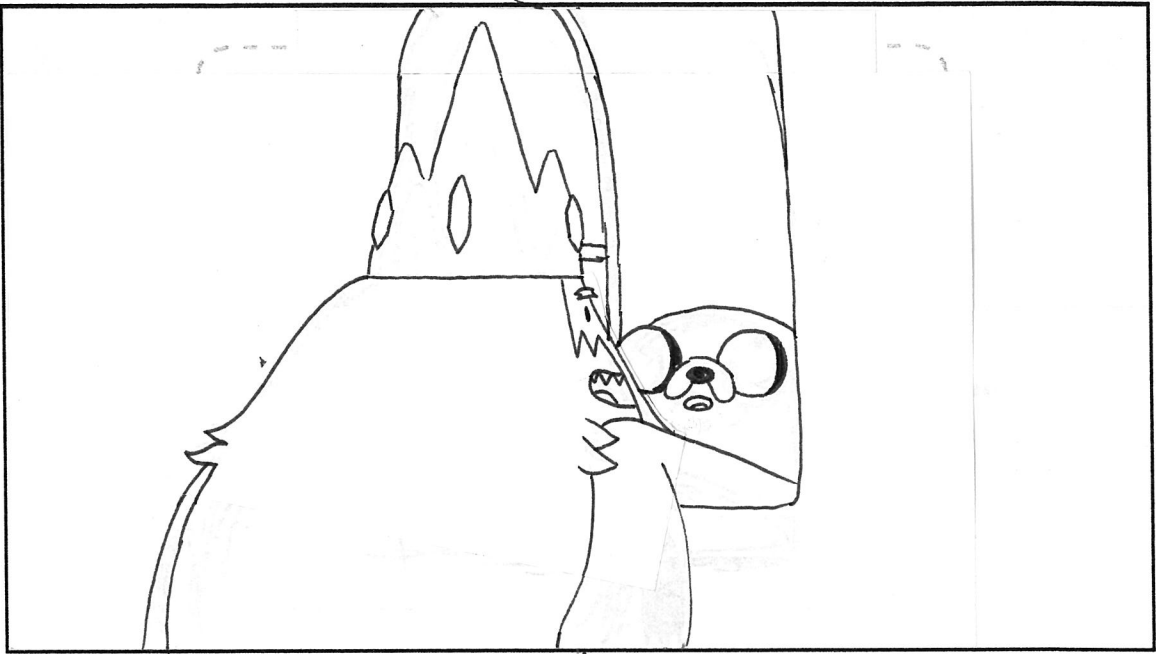


Sc. 124

Pnl. A

Bg.

day night



Dialog:	<u>J</u> : And there was even a purple lady kinda like you ICE KING.
Action:	- JAKE TURNS AROUND.
Timing:	

1034-235  
EPISODE #  
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

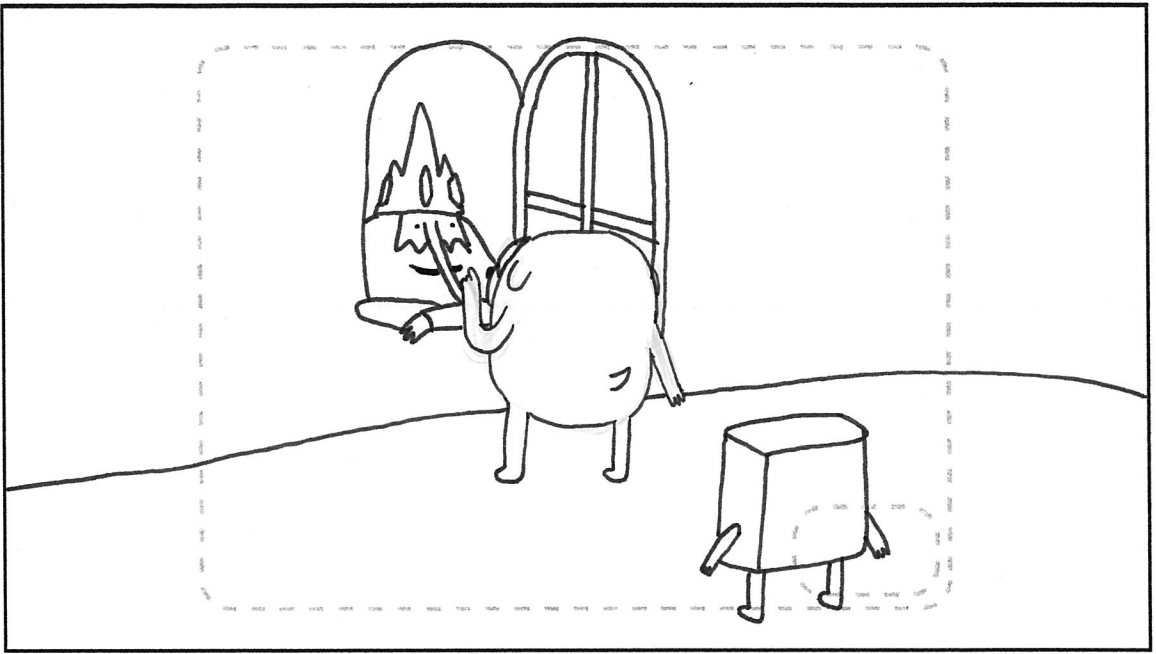
ADVENTURE TIME



Sc. 124 Pnl. B Bg. day night



Sc. 125 Pnl. A Bg. day night



Dialog:	J: she even sounded just like you...
Action:	
Timing:	

EPISODE # 1034-235 Production :



ADVENTURE TIME

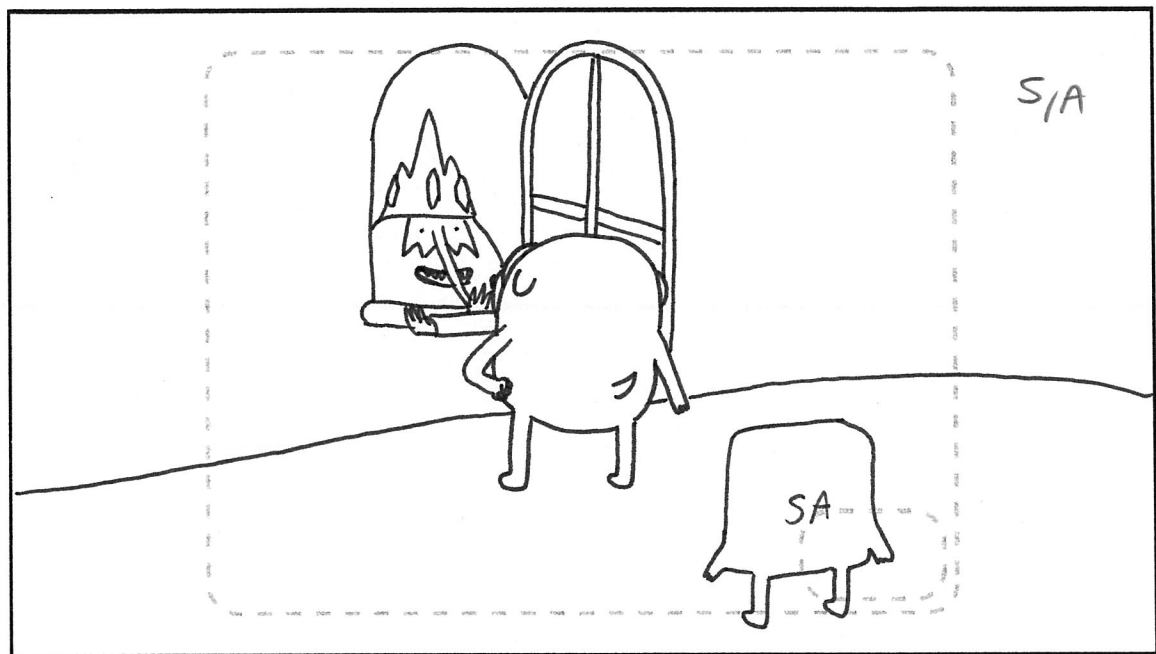


Sc. 125

Pnl. B

Bg.

day night

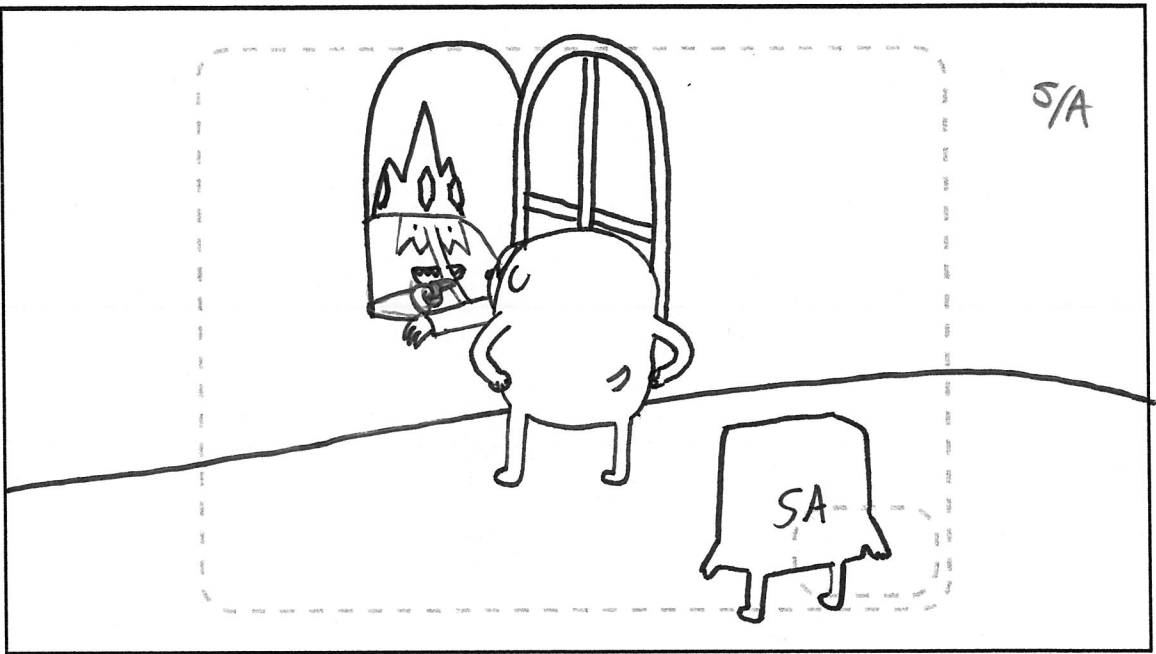


Sc. 125

Pnl. C

Bg.

day night



Dialog:	<u>Ik</u> : She sounds magnificent!	<u>Ik</u> : How'd you say you got there?
Action:		
Timing:		

EPISODE # 1054-235  
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

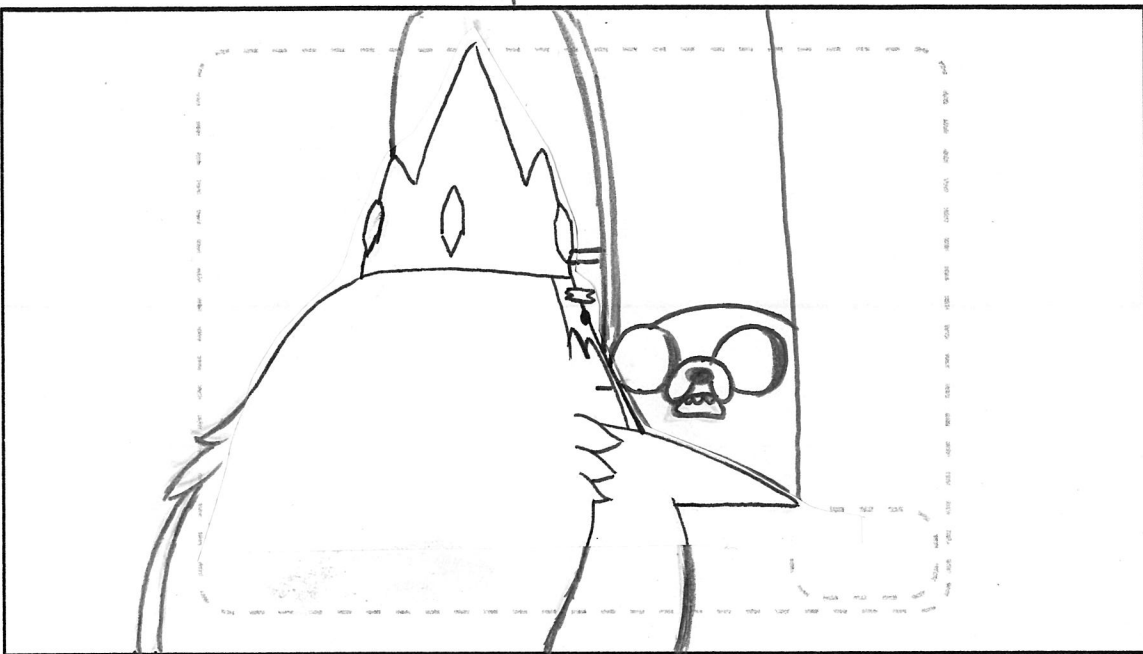


Sc. 126

Pnl. A

Bg.

day night

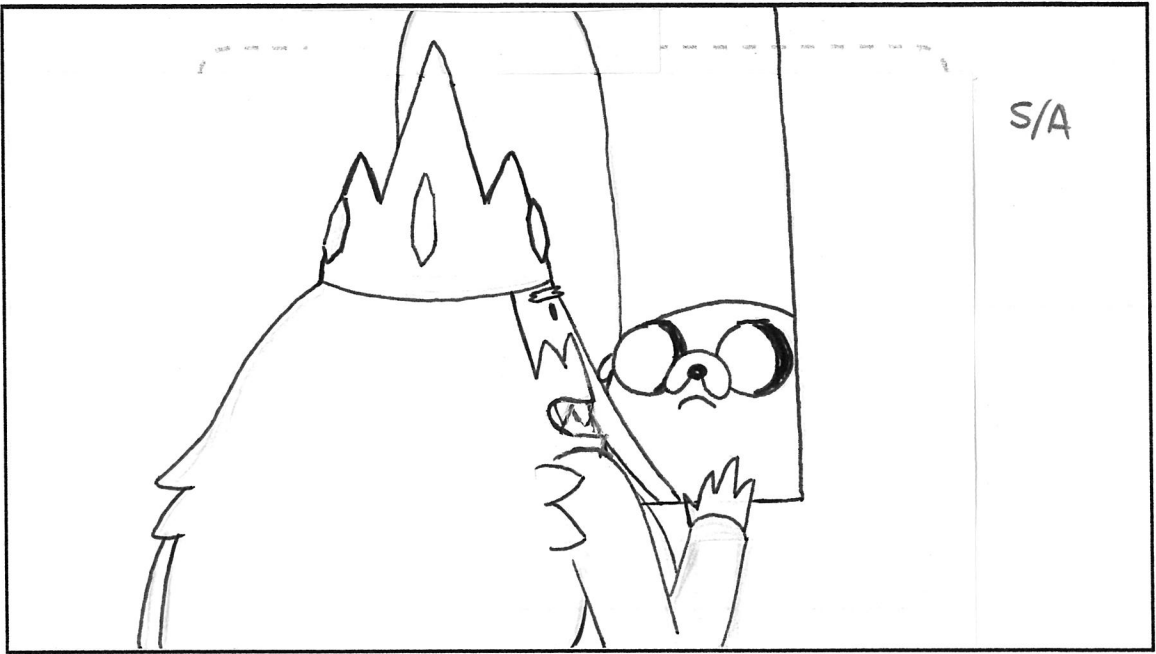


Sc. 126

Pnl. B

Bg.

day night



Dialog:	<u>J</u> : We didn't. Beat it, creep.	<u>IK</u> : Fair enough!
Action:		
Timing:		

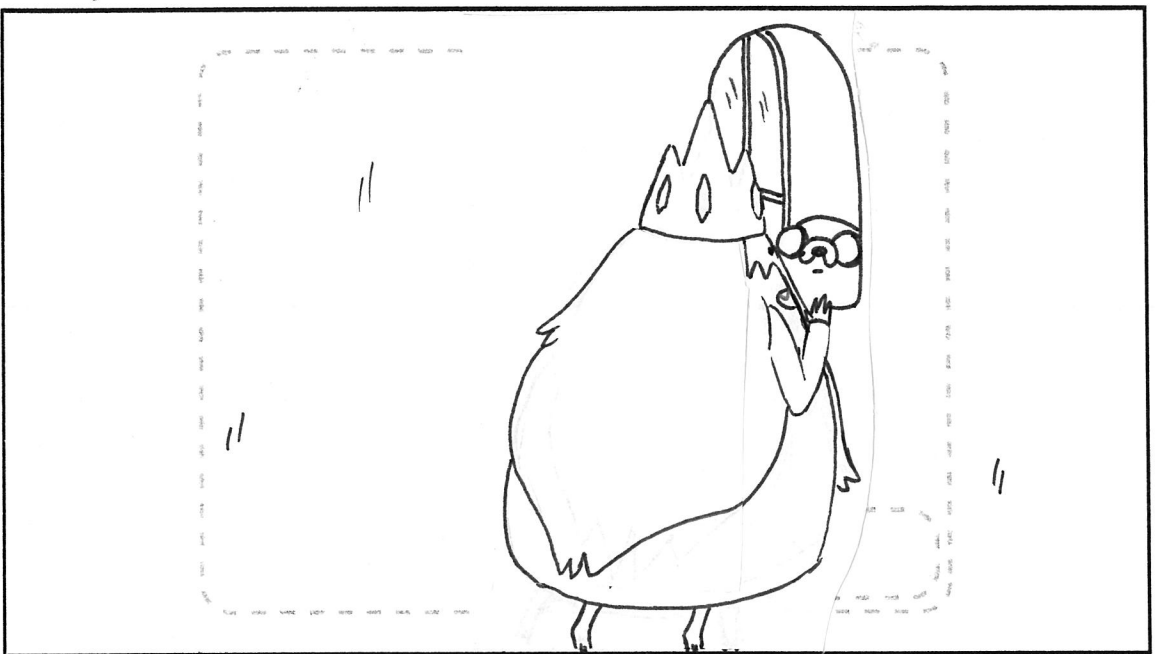
EPISODE # 1054-235  
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

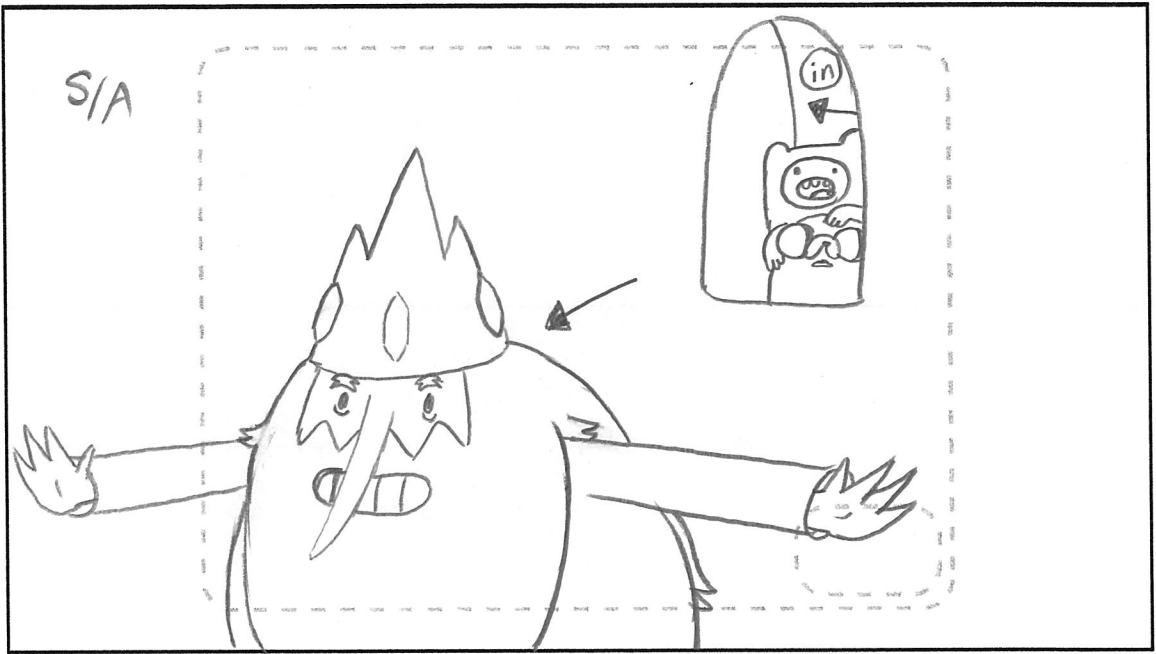
ADVENTURE TIME



Sc. 127 Pnl. A Bg. day night



Sc. 127 Pnl. B Bg. day night



Dialog: IK: I'LL FIGURE SOMETHIN' OUT. J: BUT Simon, if you go there, you'll lose your memories!

Action: - IK TURNS AND FLIES AWAY. - FINN APPEARS

Timing:

EPISODE # 1054-235 Production :

ADVENTURE TIME

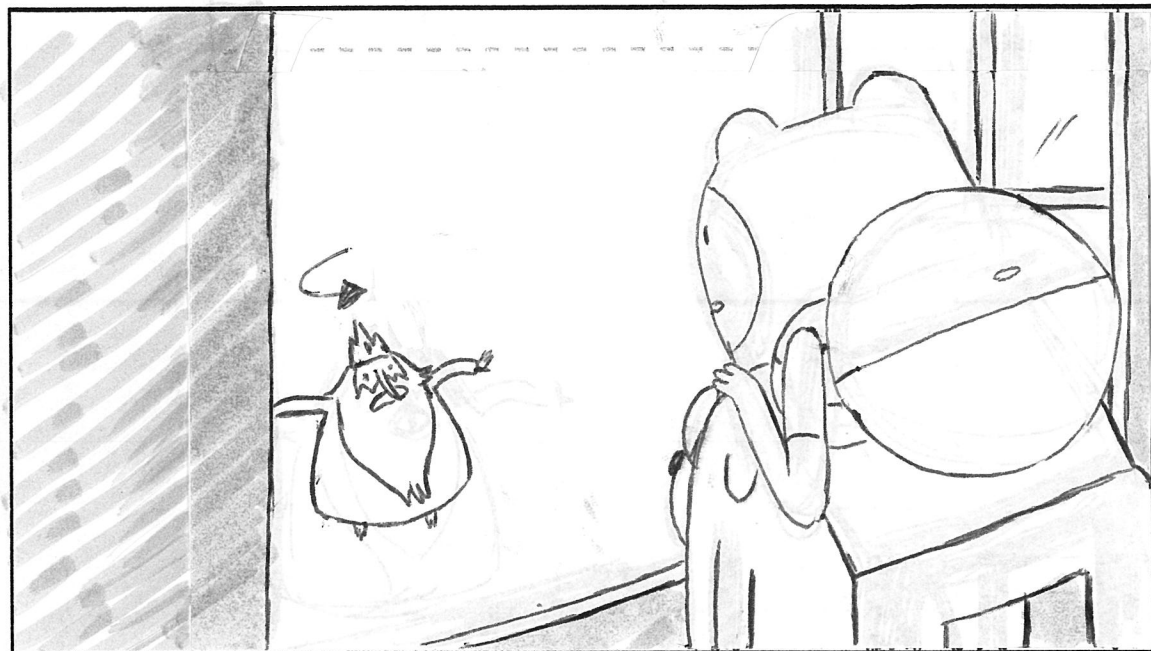


Sc. 128

Pnl. A

Bg.

day night

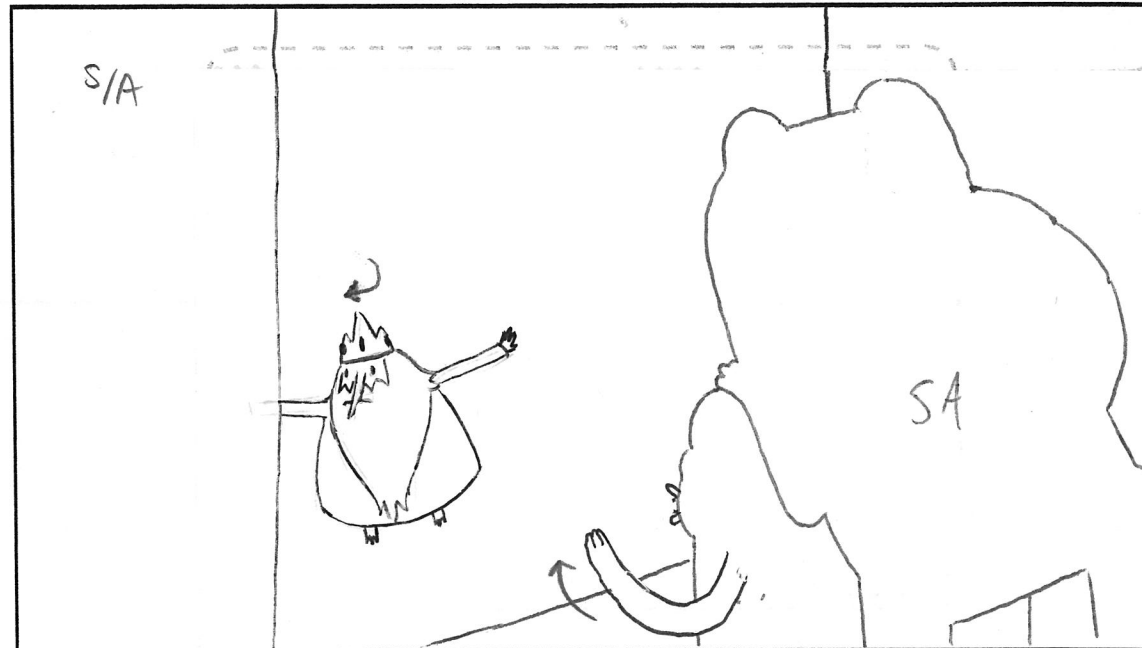


Sc. 128

Pnl. B

Bg.

day night



Dialog:

IK: What memories? I'm like  
a goldfish over  
here.

Action:

- IK TURNS MID AIR.



J: IN WHAT WAY EXACTLY.

IK looks away ABSENT-MINDEDLY

Timing:

1054-235

EPISODE #

Production :

ADVENTURE TIME



Sc. 128 Pnl. C Bg. day night

Sc. 128 Pnl. D Bg. day night

Dialog:	<p>IK: what happens? I'm like a gold fish over here.</p> <p>IK: HM?</p>	<p>IK: oh hey, Jake. WHERE AM I?</p>
Action:	<p>- IK TURNS BACK TOWARDS F+J.</p>	<p>- IK looks AROUND, CONFUSED.</p>
Timing:		



ADVENTURE TIME

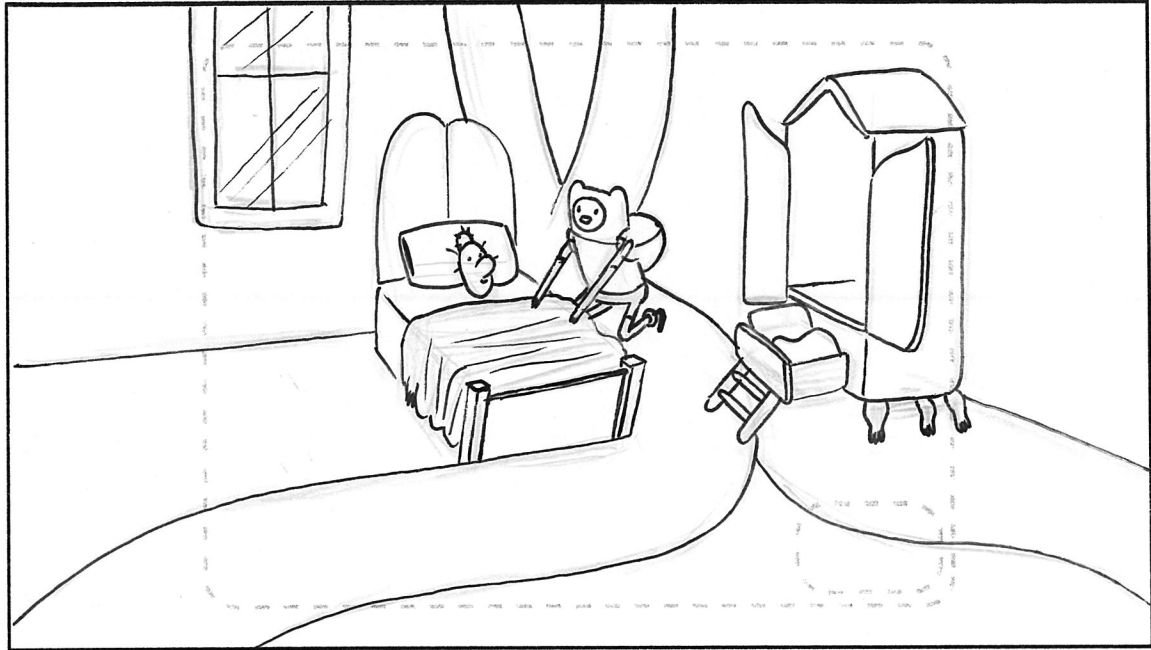


Sc. 129

Pnl. A

Bg.

day night

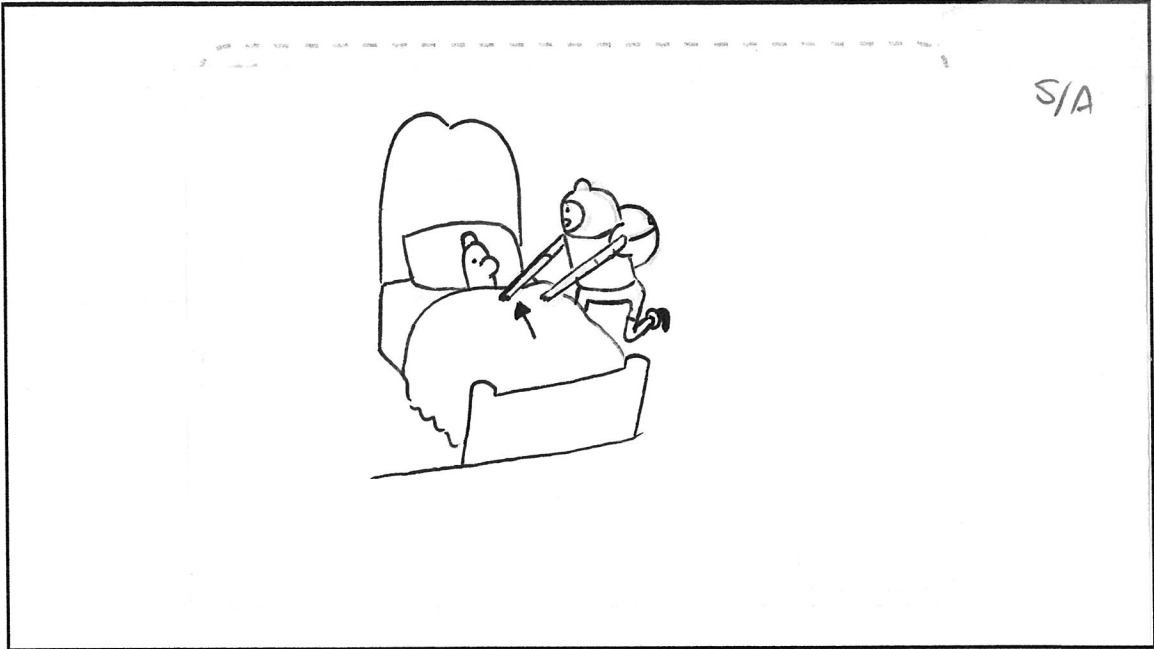


Sc. 129

Pnl. B

Bg.

day night



Dialog:	(F) THERE WE GO, DUDE?	(F) YOU COMFY, DUDE.
Action:	- F. TUCKS IN SEA LARD.	
Timing:		

1U54-235

EPISODE #

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

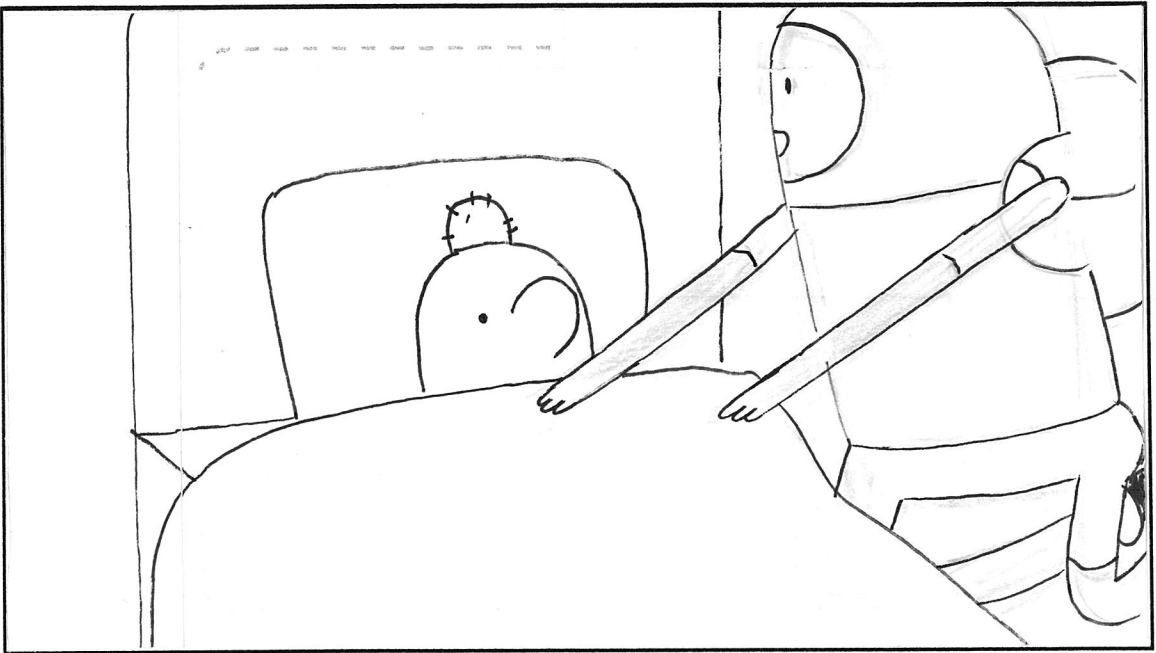


Sc. 130

Pnl. A

Bg.

day night

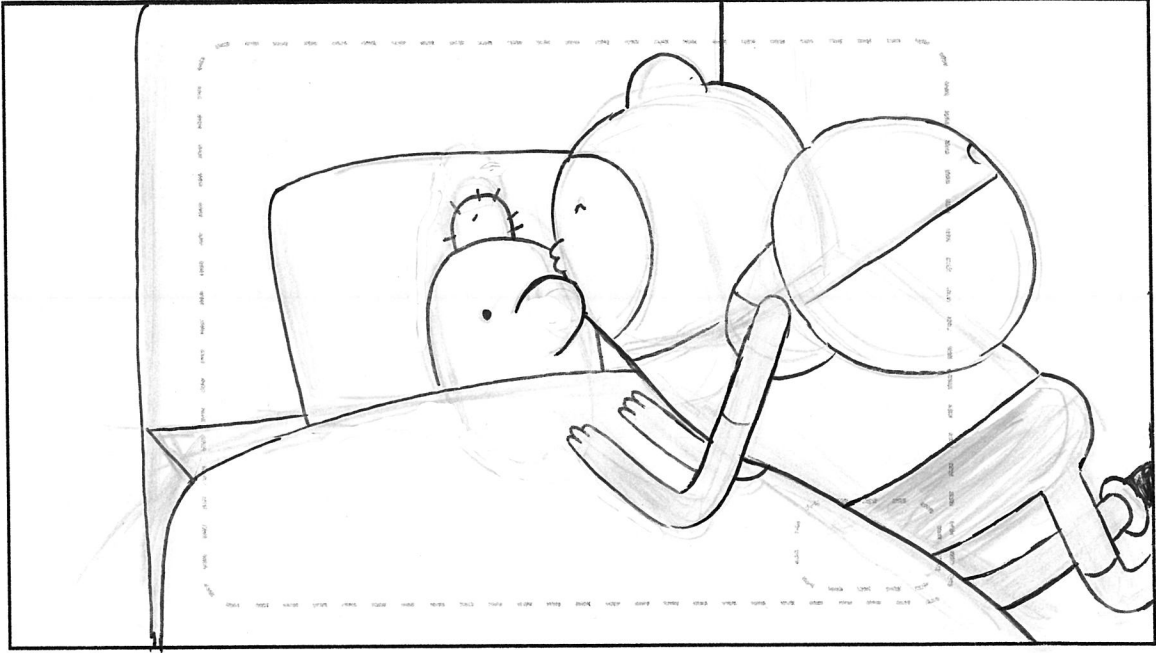


Sc. 130

Pnl. B

Bg.

day night



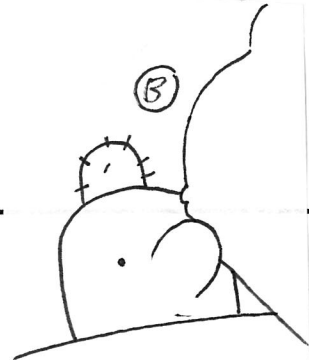
Dialog:

(F) YOU'RE NOT GROSS.

SFX: \* SMOOCH \*

Action:

- Finn kisses sealard's forehead.  
- sealard smiles.



Timing:

1034-235

EPISODE #

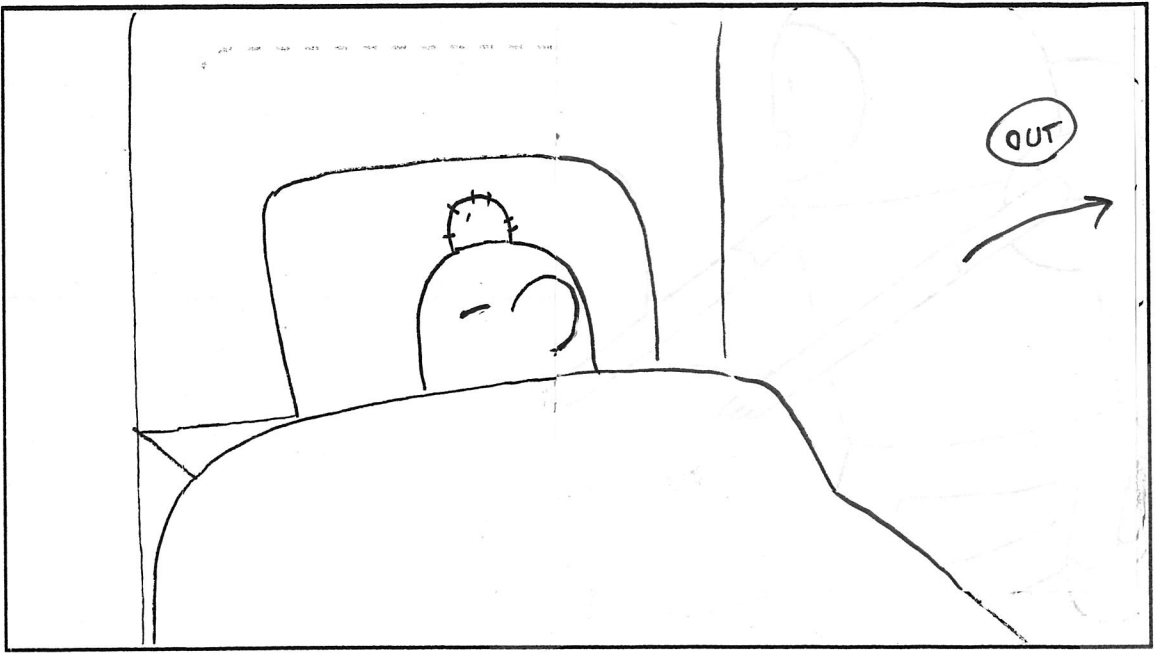
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

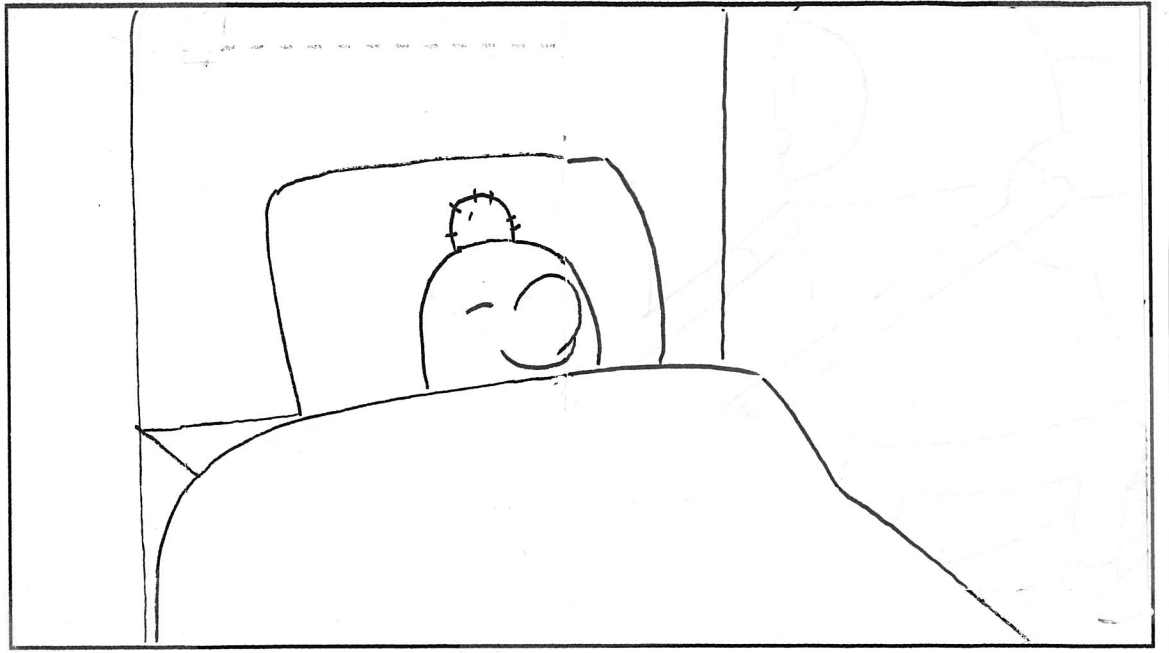
ADVENTURE TIME



Sc. 130 Pnl. C Bg. day night



Sc. 130 Pnl. D Bg. day night



Dialog: (F) G'NIGHT. GROSS. \* SMOOCHI \*

Action: - F EXITS, LIGHTS TURN OFF. - SEA LARD SMILES.

Timing: THE END

1034-235 EPISODE # Production :